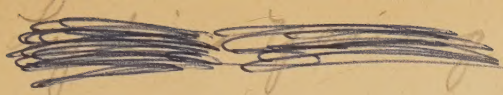
GAMES and PLAYS

by

Laura R. Smith



11/22

Greg and Randy Kindig

GAMES AND PLAYS

FOR

CHILDREN

BY

LAURA ROUNTREE SMITH

AUTHOR OF

"BUNNY COTTON TAIL," "LITTLE BEAR," ETC., ETC.

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CHICAGO

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GAMES AND PLAYS FOR CHILDREN

MERRY-GO-ROUND GAME

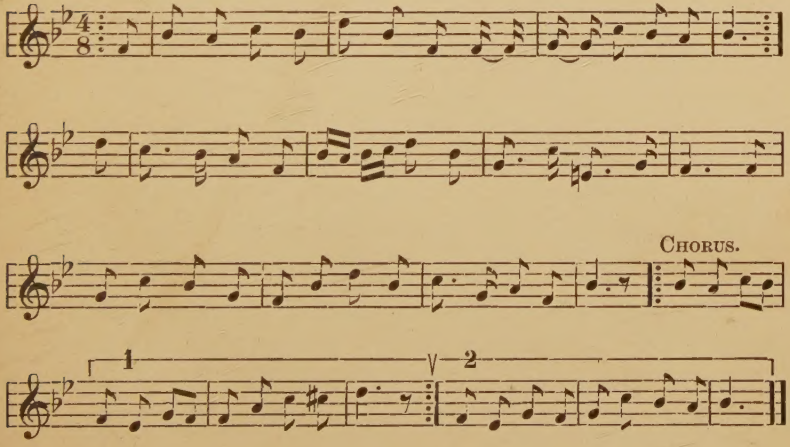
Half the children leave their seats and go up in front of the school, they stand in a row in one or two lines facing the school. The children in the seats sing

Oh, will you take a ride with me
In the Merry-Go-Round to-day?
'Tis pleasant riding round and round,
In this delightful way;
Oh, we will have a jolly ride
If you will only go,
The little saddle-horses here,
Are waiting in a row.

GAME OF MERRY-GO-ROUND.

L. Rountree-Smith. T. B. Weaver.

Children standing.



All the children wave their arms round and sing

CHORUS

Round and round, and round and round,
Way up from the ground,
Hear the music's pleasant sound
As we go round and round.

Children who are standing sing

Oh, we will take a ride with you,
In the Merry-Go-Round to-day,
We are such merry boys and girls,
When we've a holiday;
Oh, we will gladly ride with you,
The music sounds so sweet,
As round and round the horses go,
We see their cunning feet. *Chorus*

(*The children in front change places with children who are seated and the game proceeds as before.*)

LITTLE DRAMA FOR SEPTEMBER

(A School-bell may be made from a screen covered with tissue paper, one side may be left open enough for several children to step inside. A voice from inside the bell speaks.)

School-Bell It is September. Oh dear, oh dear, I shall soon have to ring every day.

(*Enter Children*) See the big School-Bell. Why doesn't it ring?

School-Bell I do not want school to begin. Then I shall have to ring every day.

Children Let us creep into the Bell, then it cannot ring.

(*Several creep inside the Bell, others step behind it, enter Jack Frost.*)

Jack Frost Hurrah! for the big School-Bell, I will make it ring (*taps it*).

Children Ooo-Ooo! how cold it is.

Jack Frost Why, children, what are you doing here?

Children The Bell does not want to ring and we do not want school to begin either.

Jack Frost Just think what fun you will miss if you do not go to school.

First (*peeping out of Bell*) We carry our dinner to school in little dinner-pails.

Second (*peeping out*) We all play games at recess.

Third (*peeping out*) We walk through the woods to school.

Fourth We learn to sing pretty songs at school.

Fifth We have new books to read at school.

Jack Frost You had better come out, I hear Miss September call.

Children You will freeze us, Jack Frost.

Jack Frost No, no, I am going away.

(*Exit Jack Frost, children come to the front, enter Miss September.*)

Children Here comes Miss September!

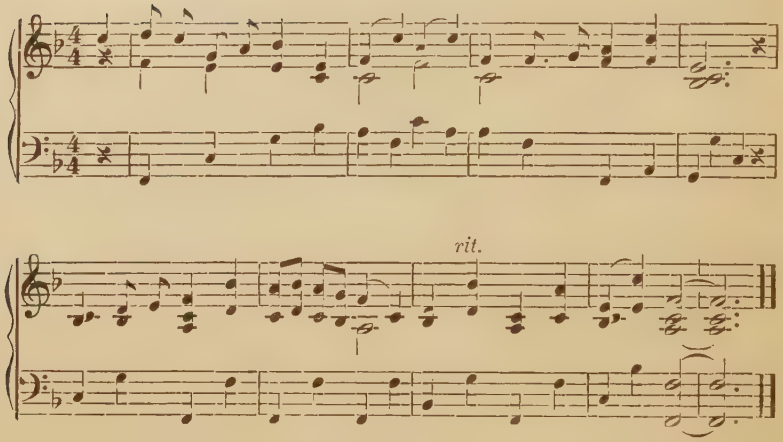
School-Bell Hello. Ding, dong, ding, dong.

Miss September It is time for school to begin. What a happy time we will have together!

Children Hurrah for Miss September!

GAMES AND FINGER PLAYS

SEPTEMBER GAME.



(Children in the seats take part in the dialogue, costumes can be had for the principal characters if desired.)

School Bell

Ding dong, ding dong,
All the children troop along,
Ding dong, ding, dong,
Hear the School-bell's song.

Clock Dear me, is it really time for school to begin? I am sorry for I shall have to keep time now every day.

Waste Basket Oh dear, oh dear, I am not at all ready for school to begin. The children will fill me with paper until my sides ache. I know they will.

Readers Oh dear, there goes the School Bell, he is ringing again, can't somebody stop him?

Erasers Why does the School Bell ring? Is it really time for school to begin?

Chalk Oh dear, I am afraid the children will break me into little bits!

Pencils That is not as bad as to be constantly chewed at one end.

Ink I rather like school. I am always tipping over and spoiling something. I had fun the day I rolled down Sal'y's apron!

School Mouse As no one wants school to begin I will tell you what to do.

All Listen to the School-room Mouse!

Mouse Let us all go to sleep and forget it is September.

Clock Really we are not sleepy after the long vacation. You will have to think of something else.

Mouse Let us then go into the meadow and play, and take the School Bell with us.

All Hurrah! we will take the School Bell with us.

(*Exit these children, re-enter Mouse, enter September*)

September I wonder why the Social Bell does not ring? I miss the Clock and the Waste Basket, I must see what is the matter.

Mouse I know what the trouble is.

September Tell me about it, little Mouse.

Mouse All the school-room articles are playing in the meadow.

September Playing in the meadow!

Mouse They do not want school to begin.

September Go and call them all.

(*They all troop in, stand in a row and the School Bell goes in and out between them, then they face each other standing in two rows and Bell goes between them, then they hold up arms for him to pass through, September calls*)

School time, school time,
Waken one and all!
School time, school time,
Hear September call!

(*They all waken, bow and lower arms, and hold the Bell as he tries to go through this time, all sing*)

Oh, hear the merry School Bell ring,
We like to hear its song,
The boys and girls must come to school,
Ding, dong, ding dong, ding dong.

(The School Bell should wear a bell-shaped dress of tissue paper full from the neck, hiding the arms and should carry a tea bell.)

SEPTEMBER GAME

Two children join hands and one pins on a spray of golden-rod and one pins on an aster.

They say in turn to the other children, "Which do you like, asters or golden-rod?"

If a child answers, "Asters" he stands beside the one wearing an aster, if he chooses "golden-rod" he stands by the one wearing golden-rod.

When all the children have chosen a flower, if they are not paired off evenly, either the one wearing Golden-rod or Aster may say, "Throw your flowers away," and enough come over to make the two lines even.

The child carrying golden-rod, and the one with the aster now raise their arms while the others pass through. They all sing the accompanying song.

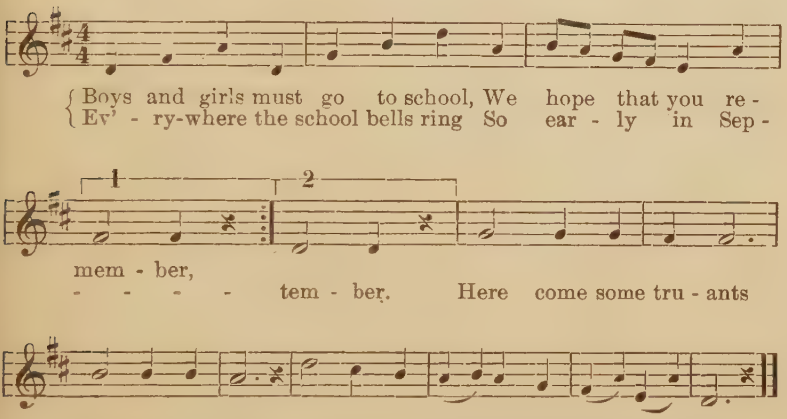
As the words, "We'll catch them too," are sung, the pair carrying golden-rod and aster lower their arms, and catch the pair who are trying to pass through nearest them. The pair caught are out of the game.

The game continues until all are caught, but the original pair

may choose others, by pinning their flowers on them, and so the game may continue for any length of time.

SEPTEMBER GAME.

L. R. S. T. B. W.

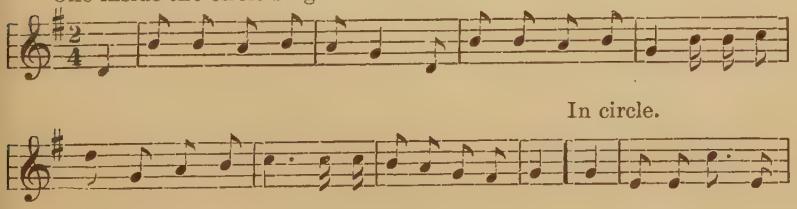

Boys and girls must go to school, We hope that you re -
Ev' - ry-where the school bells ring So ear - ly in Sep -
1
2
mem - ber,
- - - - tem - ber. Here come some tru - ants
We'll catch them, too, They're very sly, and they may pass thro'.

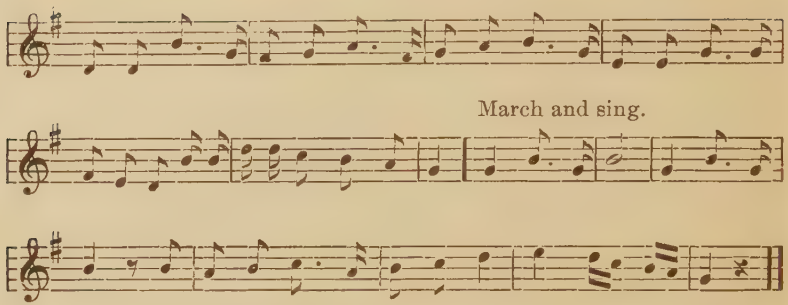
GAME OF JOLLY FIDDLERS

SONG OF FIDDLERS.

L. ROUNTREE SMITH. T. B. WEAVER.

One inside the circle sings.





Two children stand inside a circle and sing

We are two jolly fiddlers,
Who fiddled all the day,
"Over The Hills and Far Away,"
Is the only tune we play.

Children in the circle sing

But one's so blind he cannot see,[1]
And one fell out and hurt his knee,[2]
So, soon they will choose you and me,
With a fiddle de, de, de, de.[3]

Children in the circle march round, clapping hands singing

Clap, clap the hands,
Clap, clap with glee.
They may choose you,
They may choose me,
Clap merrily.

(*They continue to march around the circle several times, singing, pause, face the center, and the two fiddlers choose two children to take their places, the original fiddlers take places in the circle, and the game proceeds as before.*)

1 Point to right eye.
2 Point to right knee.
3 Motion of playing fiddle.

THE GAME OF BO-PEEP

The children stand in a circle to represent sheep. They clasp their neighbors' hands and all ho'd hands up to form arches.

Bo-Peep goes in and out between the children while they sing, until they come to the words, "Round and Round." Then they all march around the ring.

At the end of the verse being sung, all form a circle again, facing in, and the first one who runs inside is the sheep.

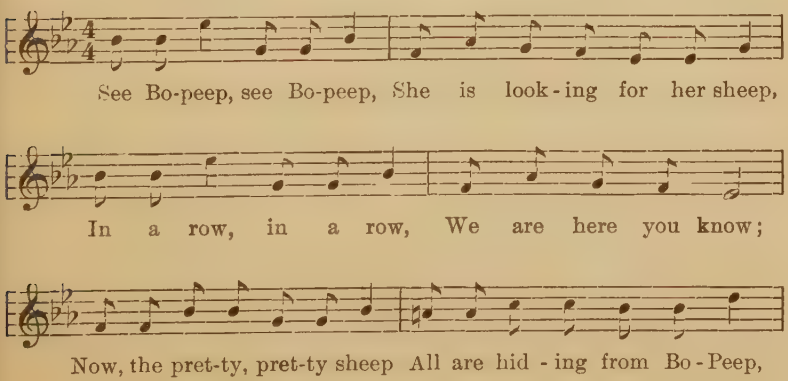
As the game proceeds, Bo-Peep winds in and out with her sheep, she will have another sheep inside, each time.

The game continues until all the sheep are inside the circle.

The verse to be sung is:

BO-PEEP.

L. ROUNTREE-SMITH. CLARENCE L. RIEGE.


See Bo-peep, see Bo-peep, She is look-ing for her sheep,
In a row, in a row, We are here you know;
Now, the pret-ty, pret-ty sheep All are hid-ing from Bo-Peep,
Round and round, round and round, round and round we go.

MOTHER GOOSE GAME

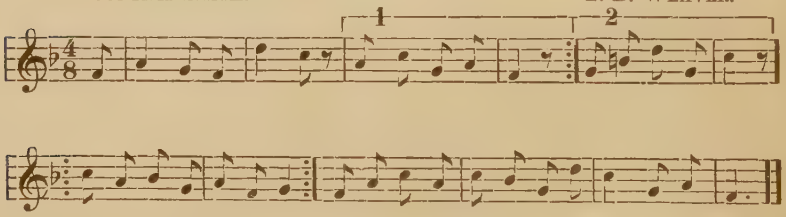
The children in the seats choose some one to be the Old Woman who lived in the shoe. The Old Woman then steps to the blackboard and writes the names of the Mother Goose children as they are chosen.

For example, the children in the seats choose Miss Muffet, Boy Blue, etc., they name ten Mother Goose children.

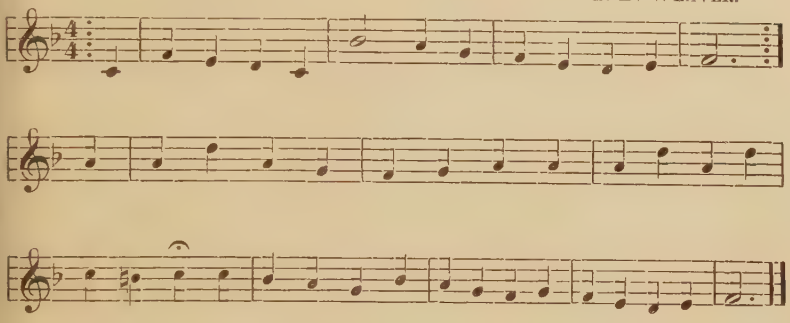
The Old Woman points to ten children in the seats, who become Mother Goose children, they follow her to the back of the room and stoop down, hiding as tho in the shoe.

(The children in the seat sing)—

MOTHER GOOSE GAME.

L. ROUNTREE-SMITH. T. B. WEAVER.

Old Woman, Old Woman,
  Living in a shoe,
Old Woman, Old Woman,
  Pray, how do you do?
If your shoe is long and wide,
In it, we would like to hide,
If there's room for more inside.
  Come out from the shoe!
(The Old Woman stands up and sings)—

L. ROUNTREE-SMITH. T. B. WEAVER.



I have so many children,
While living in the shoe,
And we are very crowded,
While living in the shoe,
We do not know which way to go,
We're crowded in from top to toe,
Just peep inside, you'll find it so,
While living in a shoe!
(Children in the seats sing again)—
Old Woman, Old Woman,
Living in a shoe,
Old Woman, Old Woman,
This is what we'll do,
Bring your children out today,
We will take them all away,
In the shoe, then, we can play.
Come out from the shoe!

The children in the seats now rise, one at a time, and as quickly as possible, recite verse for the Mother Goose child chosen, one for Miss Muffet, Boy Blue, etc. As verse is recited for Miss Muffet she stands up in the shoe, etc., this continues until all

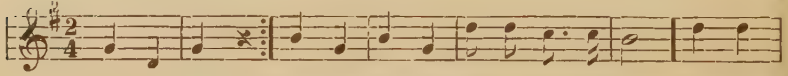
the children in the shoe stand, and the children who recited the verses go and take their places, while they go to seats.

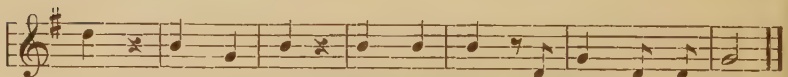
The Old Woman chooses some one to take her p'ace, and the game proceeds as before.

After a while it will not be necessary to write the names of the children chosen for the shoe, on the board but this should be done until the children are familiar with the game.

GAME OF PUSSY IN THE WELL.

L. ROUNTREE SMITH. T. B. WEAVER.



{ Ding, dong bell, } Ding,dong,ding,dong,Pussy's in the well. Ring,ring,
{ Ding, dong bell, }

ring, Ding, dong, bell, Sing, sing, sing, Come out of the well.

The children march around in a circle, clapping their hands and sing several times,

Ding, dong, bell,
Ding, dong bell,
Ding, dong, ding dong,
Pussy's in the wel'.

They face toward inside of circle, the last one to face in becomes "Pussy," and goes inside the circle.

They all march and sing as before, at the end of the song, "Pussy" points to one in the circle, this one steps inside, and the game proceeds as before.

At the end of the verse each time the last "Pussy" may choose another "Pussy," and this continues until half the children are inside the circle.

The children in the circle, then march around and sing,

Ring, ring, ring,
Ding, dong bell,
Sing, sing, sing,
Come out of the well.

The children then all return to the outside circle. The little verses may be sung as many times as desired.

THREE KITTENS

Three Kittens Me-ow, me-ow, me-ow.

Mother What is the matter, my dears?

Kittens We have lost our mittens.

Mother You must run out and find your mittens!

(*Exit Kittens, meet Mother Goose children*)

Kittens Oh, Jack and Jill, come help us look for our mittens!

Jack and Jill

Oh three little kittens,
Look for your own mittens!

Kittens Oh, Mistress Mary, come help us find our mittens!

Mistress Mary

I cannot look for don't you know,
I tend my flowers to make them grow.

Kittens Bo-Peep, please help us find our mittens.

Bo-Peep

Poor little kittens, don't weep, don't weep,
I am too busy tending my sheep.

Kittens Will no one help us find our mittens?

Simple Simon

I will help you be merry ho! ho!
Into the woods we all will go.

(*They go to the home of the Old Woman in the Shoe, where many children stand in a group*)

Simple Simon

Old Woman you know without a doubt,
Where the mittens are, will you please come out?

Old Woman Look on the berry bush and see, Little red mittens, one, two, three.

Kittens Oh they are our mittens, we will put them on.

Simple Simon

You'd better run home, you dear little kittens,
Run home, and this time don't lose your mittens.

Kittens

We will run home, we are happy kittens,
We thank all who helped us find our mittens!

THE GAME OF JOLLY KING COLE

Two players form the gate by uplifted arms, other children pass under, and pause with uplifted arms.

All sing:

Open the gates up toward the sky,
Jolly King Cole is passing by,
He may choose me, he may choose you,
Open the gates and let him through.

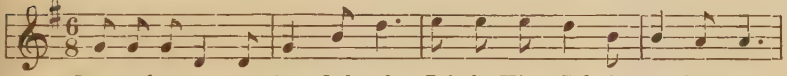
King Cole passes through while they are singing, when they sing, "Open the gates," etc., the children let their arms fall and King Cole chooses one for his Queen and the two march off.

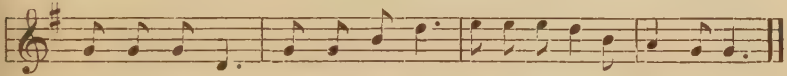
The children form a gate as before, and this time King and Queen both pass through.

This time the children sing:

JOLLY KING COLE.

L. ROUNTREE SMITH. CLARENCE L. RIEGE.





This time the King chooses another Queen, and the first Queen steps back to take her place in the line.

The game may continue until all the children have had a chance to be Queen, then the players who form the gate lower their arms and hold the last Queen and King captive inside.

GAME OF MISTRESS MARY

Mistress Mary may stand in the centre of a circle, or she may stand in front of the school, the rest of children being in their seats. In the latter case, she chooses children to represent flowers, naming a rose, violet, etc.

Rose sings her verse and then Mistress Mary may choose "rose," if she does the child who sang comes up and stands beside her, if Mistress Mary does not choose a rose the children sing and clap her out.

If Mistress Mary chooses the same flower named by the verse every time, she is clapped out after the last verse is sung.

The children soon enter into the spirit of the game and Mistress Mary will name the correct flower for a time or two and then name another flower and be clapped out.

She chooses another child to take her place.

If the game is played in a circle, the children chosen stand with Mistress Mary in the circle after they have sung.

Rose sings

Mistress Mary, Mistress Mary,
To her garden goes,
Mistress Mary, Mistress Mary,
Will you choose a rose?

(*Mistress Mary names a flower.*)

Violet sings

Mistress Mary, Mistress Mary,
See, the grass is wet,
Mistress Mary, Mistress Mary,
Choose a violet.

(*Mistress Mary names a flower.*)

Buttercup sings

Mistress Mary, Mistress Mary,
Now the sun is up,
Mistress Mary, Mistress Mary,
Choose a buttercup!

(*Mistress Mary names a flower.*)

Lily sings

Mistress Mary, Mistress Mary,
Balmy is the air,
Mistress Mary, Mistress Mary,
Choose a lily fair.

(*Mistress Mary names a flower.*)

Hollyhock sings

Mistress Mary, Mistress Mary,
Come and take a walk,
Mistress Mary, Mistress Mary,
Choose a hollyhock.

(*Mistress Mary chooses a flower.*)

Daisy sings

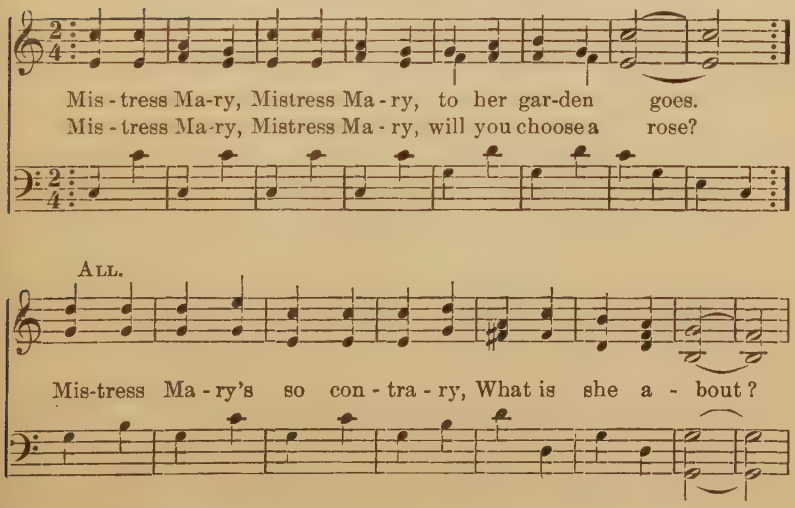
Mistress Mary, Mistress Mary,
Flowers are a delight,
Mistress Mary, Mistress Mary,
Choose a daisy white.

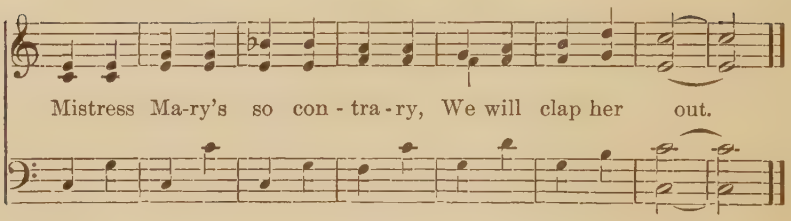
(*Mistress Mary chooses.*)

All

Mistress Mary's so contrary,
What is she about?
Mistress Mary's so contrary,
We will clap her out!

MISTRESS MARY GAME.


Mis - tress Ma-ry, Mistress Ma - ry, to her gar-den goes.
Mis - tress Ma-ry, Mistress Ma - ry, will you choose a rose?
ALL.
Mis-tress Ma - ry's so con - tra - ry, What is she a - bout?



A MOTHER GOOSE DRAMA

(The children are standing behind a large pasteboard shoe)

Jack and Jill Bo-hoo, we want to go out.

Old Woman I do not want you to go out, come and blow soap-bubbles!

Jack I cannot find my pipe.

Jill We will have to fetch a pail of water.

Children in the Shoe Oh, dear we all want to go out, this shoe is so dark!

Old Woman I have so many children I don't know what to do!

Jack I know what we can do, we can build a new house.

(*All the children come out of the shoe. The Old Woman shakes her head and goes back of the shoe*)

Jill What shall we build our new house of?

Bo-Peep We might build it of stone.

Boy Blue We might build it of brick.

Peter Piper We might build it of wood.

Simple Simon Let us make a tent!

Jack We will build the house of logs, I know a place where they are floating down stream.

Jill Lead the way Jack, we will all follow you.

(*They all follow Jack till they come to the stream, and they meet a Farmer with a team*)

Farmer I wish I had some water for my oxen, I wish I had a bucket of water.

Jack and Jill We will get you a bucket of water!

Farmer My, my, how many children there are. What are you all doing here?

Peter Piper We are going to build a log-house.

Farmer I will help you lift the logs out of the water, I will haul the logs for you too.

(*They go thro motion of lifting logs and of building the house and Farmer goes away*)

Jack and Jill We are tired we will go to sleep.

(*They all go into the house*)

(*Next morning they talk*)

Jack and Jill We will all have to learn to keep house, then we will ask the Old Woman to visit us.

Mistress Mary I will plant the garden.

Peter Pumpkin Eater I will help you, I always plant pumpkin seeds.

Tommy Tucker I will sing to you in the garden.

Jack and Jill We will fetch the water.

Boy Blue I will milk the cows.

Bo-Peep I will tend my sheep.

Polly Flinders I will make the fire and get tea.

(*The children go out and re-appear*)

Simple Simon Who is going to get dinner?

All Who will get dinner?

Polly I can only make tea.

Mistress Mary I can only make garden.

Bo-Peep I can only tend sheep.

Boy Blue I can only look after the cows.

Tommy Tucker We must find the Old Woman at once, children cannot keep house after all.

(*They all start out to find the Old Woman, they go thro a wood and sing merry songs, at last they see a light coming from a little house*)

All See the light!

Tommy Tucker That must be the home of the seven little dwarfs.

Jack and Jill Let us rap on the door. (*They rap*)

Dwarf How do you do boys and girls? Will you come in?

Jack and Jill Have you seen an Old Woman lately?

Dwarf Did she have a crooked nose?

All Yes, yes, yes, she had a crooked nose.

Dwarf Did she have a crooked smile?

All Yes, yes, she had a crooked smile.

Dwarf Did she have crooked feet?

All Yes, yes, bring the Old Woman out!

Dwarf If your O'd Woman is so crooked I have not seen her!

(*He closes door, and children go home*)

(*When they get home they hear some one say a verse and the Old Woman comes out of their house*)

Old Woman

I can knit and sweep and stew,
Many useful things I do,
Tho I'm very smart 'tis true,
I like best living in a shoe!

(*Enter children*)

All Dear Old Woman, we are so happy to see you.

Old Woman This is a fine house, but I can never live in it, come back and live in the shoe.

All Hurrah! we are going back to the shoe!

THE ECHO

(*A girl stands by a screen, on which is paper lined off to represent a wall. Several sunflowers lean over the wall. A little girl stands back of the screen to take the part of Echo.*

Where the screen cannot be obtained, a picture of a wall may be drawn on the blackboard with flowers above it, and Echo may hide behind a door.)

Girl Come out of the garden, little girl. Hello'! hello!

Echo Hello! hello!

Girl Why, there really is a little girl in the garden, I heard her answer me!

Echo Answer me!

Girl Are you lonely, little girl?

Echo Little girl!

Girl Come out and play with me.

Echo Play with me!

Girl The little girl wants me to come and play with her, but I cannot climb over the wall.

Echo Climb over the wall!

Boy Whom are you talking to, little girl?

Echo Little girl!

Girl I was calling a little girl in the garden behind the wall. Hello! hello!

Echo Hello! hello!

Boy Why, you silly girl, that is only an echo.

Echo Only an echo!

Girl What is an echo?

Echo An echo?

Boy It is the sound of your own voice coming back from the wall, see, I call, "good-bye."

Echo Good-bye!

Girl (*crying*) I thought I was going to find a little girl to play with me!

Echo Play with me!

Boy Never mind, come with me. I will show you my new kite

Echo My new kite!

Girl Miss Echo, good-bye.

Echo Good-bye.

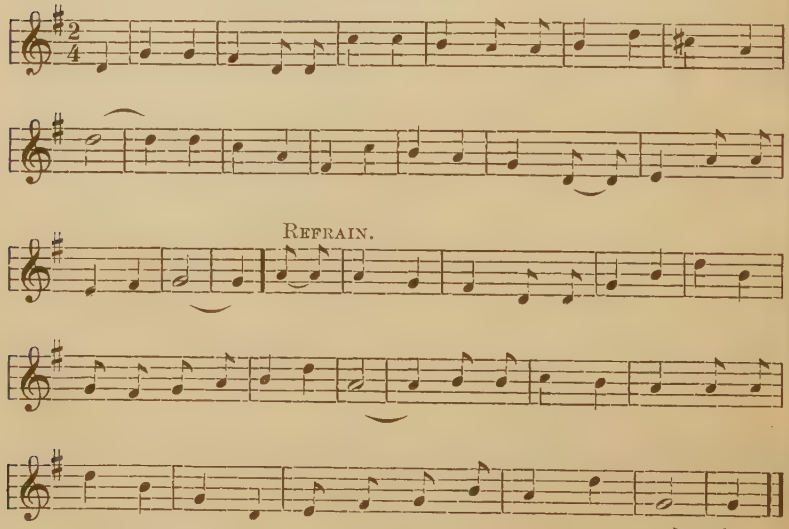
Boy Good-bye, Miss Echo, good-bye.

Echo Good-bye!

(*Boy and girl go off together*)

GIPSY GAME.

L. ROUNTREE-SMITH. T. B. WEAVER.



(*Children stand in a circle, one inside the circle sings*)—

The gipsies live in a tent like this (a)
In the greenwood far away,
So merrily we'll dance and sing,
As light-hearted gipsies may.

(*All in circle clap hands, skip and sing*)—

Refrain—
Then we'll clap our hands with a one, two, three,
And dance around the greenwood tree.
Then we'll clap our hands with a one, two, three,
And dance around the greenwood tree.

(*Child in middle sings again*)—

The Gipsies all love to dance and sing,
When the moon and stars are bright,
I'll choose my love to come to me,
On a pleasant summer night.

(*The one in the middle now dances in and out among the children, who clap hands and skip about singing again their part, she chooses one to be gipsy and takes her place and game proceeds.*)

(*a*) *Hold arms up over heads, palms touching.*

A GAME OF CLOUD AND SUNBEAM

The persons represented in this game are: The Cloud, the Sunbeam, the children of the Cloud, Rain, Hail, Dew, Frost, Snow, Sleet.

Cloud I am going out, children be sure to let no one in while I am gone. (*Exit*)

(*Knock*)

Sunbeam Please let me in.

Rain We cannot let you in.

Sunbeam Please let me put my hand inside.

Hail Yes, you may put your hand in, surely that will do no harm.

Sunbeam (*puts in hand*) Please let me put my arm in.

Dew Yes, you can put your arm in, but do not step inside.

Sunbeam Please let me put my other hand in.

Frost Yes, you can put your other hand in.

Sunbeam Please let me put my other arm in.

Snow Yes, you can put your other arm in.

Sunbeam Please let me step inside and warm my toes.

Sleet You may step inside just a minute.

(*Enter Sunbeam, steals Rain and runs off with her.*)

Re-enter Cloud—Are my children all safe? Tell me the truth.

(*She calls them by name, all answer but Rain.*)

Cloud Where is my child Rain?

Hail She must be down cellar.

Cloud I will look down cellar.

Re-enter Cloud I do not find Rain down cellar.

Dew She must be in the garret.

Cloud I will look in the garret (*goes out, returns*). I can not find Rain. Tell me the truth about her.

Frost She must be in the garden.

Cloud I believe some one has stolen Rain. I will go and look for her down town; be sure to let no one in while I am gone.

(*Sunbeam knocks as before, and they repeat the dialogue in much the same way, until all the children are stolen. The Cloud mother returns after every child is stolen, and at last says, I must go and look for my children they are all gone.*)

Cloud (*knocks at Sunbeam's door*) Let me in, please.

Sunbeam The door won't open.

Cloud Let me come in the window.

Sunbeam My window won't open either.

Cloud Let me come down the chimney.

Sunbeam I haven't any chimney.

Cloud Come out then and talk to me.

(*Sunbeam comes out.*)

Sunbeam Why do you want to come into my house?

Cloud Hark! I hear some one singing. It sounds like my daughter Rain.

(*Rain sings* Tune: "Twinkle Little Star.")

Hear the little drops of Rain,
Falling on the window pane,
Far away we had to roam,
Mother dear, please take us home.

Cloud Come out dear Rain, I know your voice.

(*Rain comes out.*)

Sunbeam You have guessed right, it is Rain, you may take her home.

Cloud I hear some one else singing.

(*The game continues until all the children have sung, and been recognized by the Cloud Mother. She then takes them home.*)

(*All the verses are sung to the same tune and are given below.*)

Hail

Hear the little drops of Hail,
Louder, louder blows the gale.
Far away we had to roam,
Mother dear, please take us home.

Dew

Violets open eyes of blue,
Sipping little drops of dew.
Far away we had to roam,
Mother dear, please take us home.

Snow

Softly, softly snowflakes fall,

And their fairy voices call.
Far away we had to roam,
Mother dear, please take us home.

Frost

If you're looking for Jack Frost,
Mother dear, we all are lost.
Far away we had to roam,
Mother dear, please take us home.

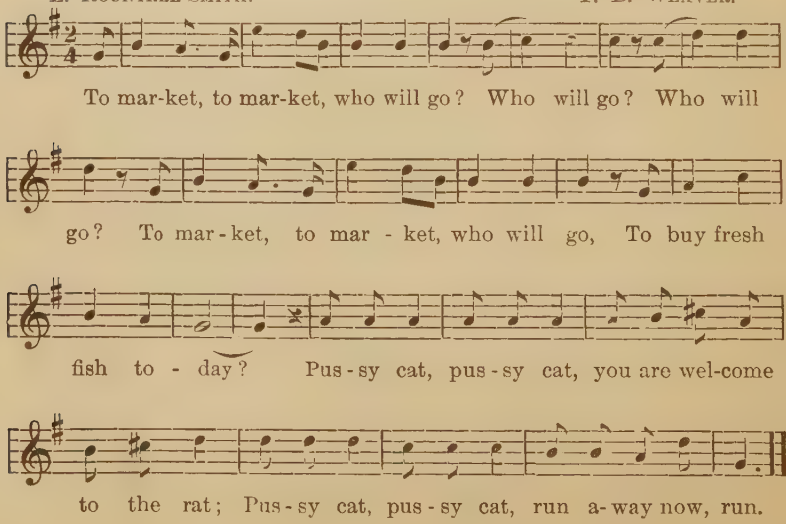
Sleet

Tho' I mind not cold or heat,
I am lonesome little sleet.
Far away we had to roam,
Mother dear, please take us home.

(*The children stand in a circle, all go forward and back toward the enter of the circle, singing,*)

MARKET GAME.

L. ROUNTREE SMITH. T. B. WEAVER.


To mar-ket, to mar-ket, who will go? Who will go? Who will
go? To mar-ket, to mar - ket, who will go, To buy fresh
fish to - day? Pus-sy cat, pus-sy cat, you are wel-come
to the rat; Pus-sy cat, pus-sy cat, run a-way now, run.

To market, to market who will go,
Who will go, who will go?
To market, to market who will go,
To buy fresh fish to-day?

(*All pause and hold up hands singing,*)

To market, to market we all will go,
We all will go, we all will go,
To market, to market we all will go,
To buy fresh fish to-day.

(*As the song is repeated use other words instead of the word "fish," as pork, ham, beef, lard, cheese, lamb, etc. They continue in this way until they sing,*)

To market, to market who will go,
Who will go, who will go?
To market, to market who will go,
To buy a rat to-day?

(*Most of them shake their heads but one steps inside the circle and sings,*)

To market, to market I will go,
Says the cat, says the cat,
To market, to market I will go,
To buy a rat to-day.

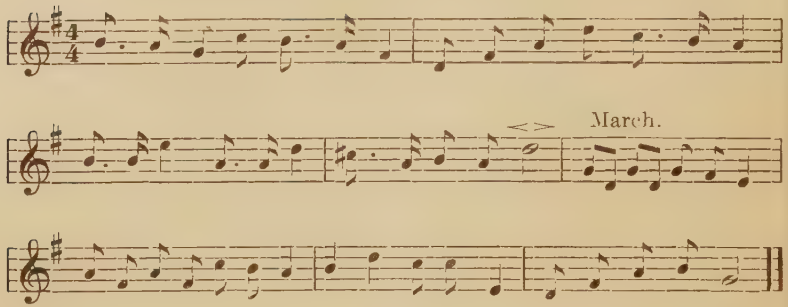
(*The children in the circle clasp hands and try to keep the cat from escaping between them, they sing,*)

Pussy cat, pussy cat,
You are welcome to the rat,
Pussy cat, pussy cat,
Run away, now run.

(*The cat tries to run out of the circle, if she slips out between any two children the game is ended, if not, she must go inside the circle and sing her verse again. The game continues until the cat gets out.*)

COLOR GAME.

L. ROUNTRET-SMITH. T. B. WEAVER.



(*The children stand in two lines and choose their colors. They whisper their color in the teacher's ear. The two lines stand facing. One at right end of first line sings*)

Fairy Red, come play with me,
We'll be merry as can be,
Fairy Red, Fairy Red,
Come and play with me.

(*If any child in the line opposite has chosen red for his color he comes over, in either case the child who stands next the end, at the right of first line, sings verse again, substituting any color for red, as blue, green, etc. If a color with two syllables is used, the line in the verse can be sung.*)

"Fairy Yellow," play with me,
We'll be merry as can be,
Yellow, dear, yellow, dear,
Come and play with me.

(*They must keep on singing and choosing colors until the sides are even, then they march and sing*)

March, march, two and two,
Red and yellow, pink and blue,
March, march, two and two,
Yellow, pink, and blue.

THE VISITORS

Little Girl How I hate to sew on Saturday, the thread breaks, and the needle is so sharp I am always sticking myself.

Mother It is raining too hard to go outside, perhaps the sewing would go better if you would sing.

Girl I am tired of all the old songs and I do not know any new ones.

Mother Perhaps we will have some visitors, hark! there is a rap at the door!

Little Girl (*going to the door*) Come in little girls.

(*Three Japs take off slippers*)

Little Girl Why do you take off your slippers?

Three Japs We always do so in Japan.

Little Girl Why do you make such a funny bow?

Three Japs We always do that in Japan.

Little Girl I will get you some chairs, oh do not sit on the floor!

Three Japs We always do that in Japan! We will sing you a new song.

Tune "Comin Thro The Rye."

If you ever chance to travel,
Far across the seas,
To the pleasant Sunrise Land,
You'll meet the Japanese,
Many cherry blossoms grow

In far off Japan,
And the maids will greet you there
With parasol and fan!

Little Girl That is a pretty song, let me sing it with you.

(*They all join hands and skip to and fro and repeat song. The Japs bow as before, go to the door, put on slippers and say*)

Japs We thank you for our honorable visit.

Little Girl Please call again some other day.

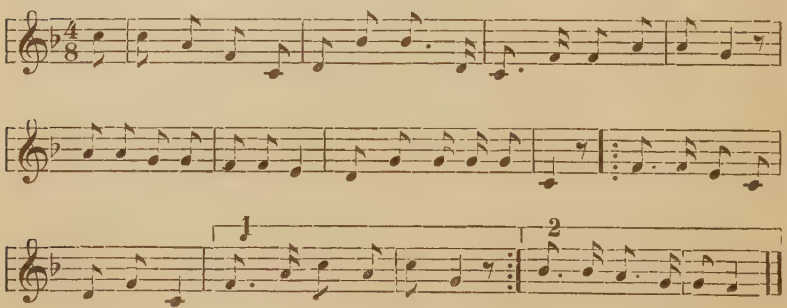
Japs Come and see us in Japan!

FLAG GAME

The children stand in a circle with one in the center. The one in the center sings, waving a flag

FLAG SONG.

L. ROUNTREE-SMITH. T. B. WEAVER.



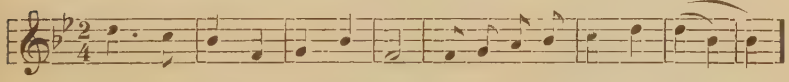
Good-morning, children, one and all,
I bow to you politely,
Round and round the ring
I'll go skipping lightly,

Bonnie red and white and blue,
'Tis the flag, I'm bringing,
I will give my flag to you,
While we all are singing.

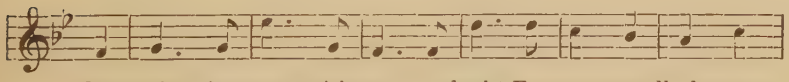
(*The child bows, skips around the ring, waves flag and at the word, "You," he presents his flag to a child, they skip around inside the circle, and the rest skip around outside, while the music is repeated. All the children in the circle raise their right hand and wave it as though carrying a flag, while they skip. After they have skipped for several minutes a chord is played, the child to whom the flag was given stands inside the circle, all the rest are in the outside circle, and game proceeds as before.*)

ESKIMO GAME.

L. ROUNTREE-SMITH. T. B. WEAVER.

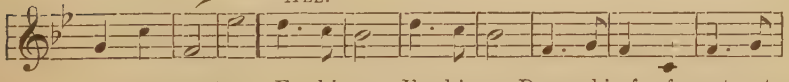


In the land of ice and snow Lives the jolly Es - ki - mo;....

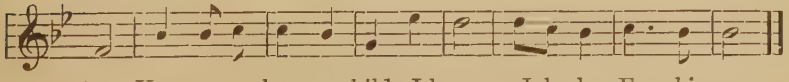


He's wait - ing now with-out a doubt For some small playmate

ALL.



to come out. Es - ki-mo, Es - ki-mo, Dressed in fur from top to



toe; You are a hap-py child, I know, Jol - ly Es - ki - mo.

(*The children all stand in a circle, they choose one child to go inside the ring, and be Eskimo. He sings*)

In the land of ice and snow,
Lives the jolly Eskimo,
He's waiting now without a doubt
For some small playmate to come out.

(*They all sing*)

Eskimo, Eskimo,
Dressed in fur from top to toe;
You are a happy child I know;
Jolly Eskimo.

(*The Eskimo inside the ring, points to a child to come inside the ring, as the last word is sung, the child pointed at must try to reach the centre of the ring before the Eskimo reaches his place in the circle. If he does reach the inside first he becomes the Eskimo, if he is not quick enough the same child is Eskimo again, and game proceeds as before. If it happens that the Eskimo and the child chosen reach their respective places at the same time, they may both go inside the circle and sing and choose a child to take the place of Eskimo.*)

TEDDY BEAR GAME

One child standing inside the circle with a Teddy Bear (*sings*)

Oh, who will take my Teddy Bear,
For he is not wise,
He does not like to go to bed,
And he often cries.

Any child, as Sandman, marches in and out between the children, and finally sings

Oh I will take your Teddy Bear,
I scatter sand, you know,
Then he will close his sleepy eyes,
To dreamland he will go.

(*Both children now pass in and out, between children who are in the circle, and Sandman tries to catch the first child.*)

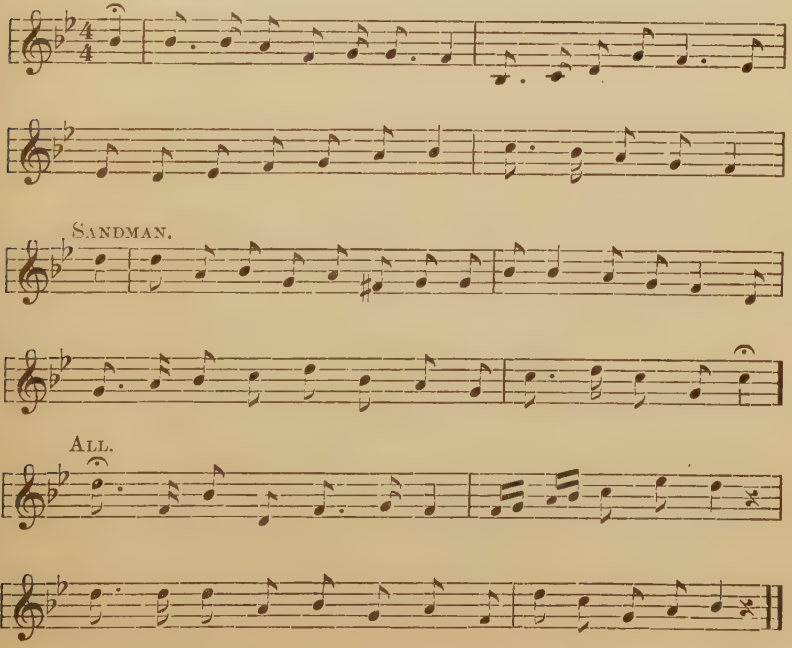
All the children shake finger of right hand and cry

Teddy Bear, take care, take care,
Teddy do not cry,
Teddy Bear take care, take care,
The Sandman's passing by!

(*If Sandman captures the first child he takes her place, if not, she returns to centre of circle and sings again.*)

GAME OF TEDDY BEAR.

L. ROUNTREE-SMITH. T. B. WEAVER.



THE RACE

Turtle Good morning Mr. Rabbit, how do you feel after our race?

Rabbit I am not tired in the least, shall we try again?

Bee I would like to race with you this time.

Turtle I am ready to start.

Rabbit I do not see how you won the race yesterday, you move so slowly.

Turtle I just kept moving all the time!

Bee I will keep you awake Mr. Rabbit this time, one, two, three, away we go!

(*They start at one end of the school room, and run a little way. The Bee ahead, Rabbit next, Turtle behind.*)

Rabbit Well, I am half way now, I can take a rest.

(*Sits down and falls asleep*)

Bee There, that lazy Rabbit is asleep, I must go and buzz in his ear.

Rabbit What is the matter now?

Bee Wake up, wake up, you don't want the Turtle to win the race again.

Rabbit There is plenty of time, do you smell that sweet clover?

Bee I will go and get a sip of honey while you take another nap.

(*The Bee goes to the side of the room and the Turtle wins the race.*)

Rabbit (*waking up*) It must be pretty late, I wonder how far the Turtle is, why, he has won the race!

Bee This honey is so sweet, I wish I could stay here a'l day, but I must wake up Mr. Rabbit.

Rabbit Hello! hello! the Turtle has won the race.

Bee I wish I had not stopped for that honey.

Turtle

If you have a task to do,
Don't wait to begin,
Slow and steady is the way,
You can hope to win.

Bee and Rabbit Hurrah for the Turtle! he wins the race every time.

WAKING UP GAME

Several children stand inside the circle, they kneel with eyes closed, the mother stands beside them and sings

Children dear, will you wake up,
Will you wake up, will you wake up,
Children dear, will you make up,
So early in the morning?

Sleepy children (sing)

What will you give us if we wake up,
If we wake up, if we wake up,
What will you give us if we wake up,
So early in the morning?

Mother (sings)

I'll give you some roses sweet,
If you'll wake up, if you'll wake up,
I'll give you some roses sweet,
So early in the morning.

Sleepy children

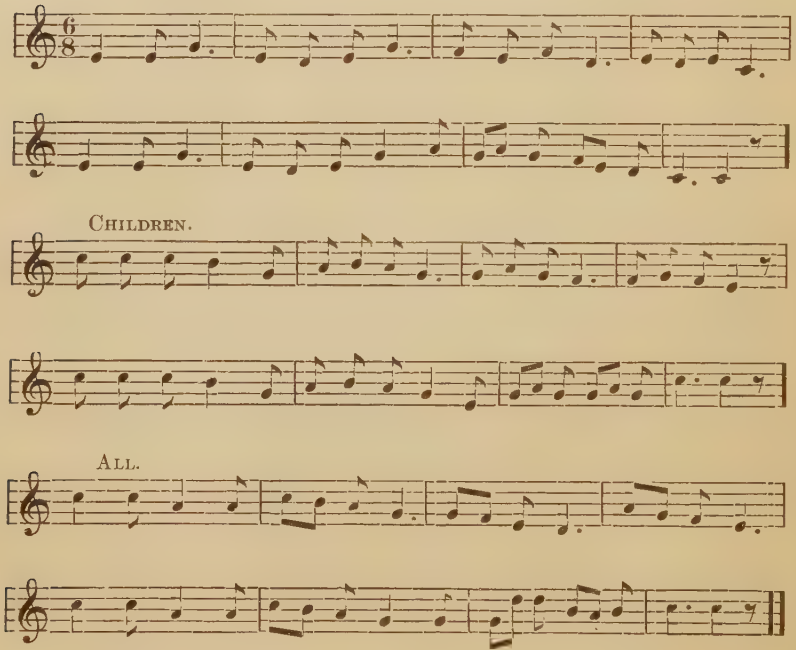
What will you give us if we wake up,
If we wake up, if we wake up,
What will you give us if we wake up,
So early then at noon time?

Mother

I'll give you some apple sauce,
If you'll wake up, if you'll wake up,
I'll give you some apple sauce,
So early then at noon time.

WAKING-UP GAME.

L. ROUNTREE SMITH. T. B. WEAVER.



Sleepy children

What will you give us if we wake up,
If we wake up, if we wake up,
What will you give us if we wake up,
So late then in the evening?

Mother

I'll give you a crooked stick,
If you'll wake up, if you'll wake up,
I'll give you a crooked stick,
So late then in the evening.

Children in the circle (*clap hands and sing*)

Lazy children, do wake up,
Do wake up, do wake up,
Lazy children, do wake up,
So early in the morning.

(*The sleepy children now get up and choose others to take their places, the game continues as long as desired.*)

LAUGHING GAME

The children sit or stand in a circle with one in the middle. The child in the middle wears a fool's cap. The object of the game is to make this child laugh, and he, in turn, tries to make others laugh. If the child in the middle laughs while the verse is sung he must remain in the middle till he can look sober. The children in the circle clap hands, laugh and sing

See the Fool's cap big and white,
Is it not a funny sight?
I will clap my hands in g'ee,
For it never will fit me!

The child in the centre now goes up to any child in the circle and says

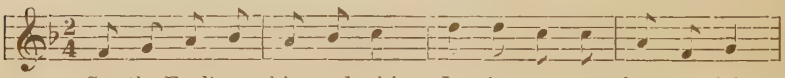
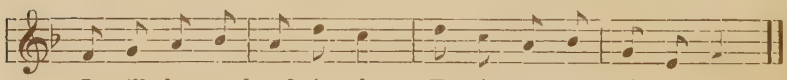
I must not laugh whate'er befall,
I bow to you and that is all (*bows*),
Though you may smile without a doubt,
I only turn me round about (*turns round*),

Try not to laugh whate'er you do,
I place the Fool's cap now on you.

(*He puts the cap on the child's head, if this child laughs he becomes the "Fool" and must go inside the circle. If he does not laugh the first child must say his verse over and place the cap on another child and keep on until he finds one who laughs.*)

LAUGHING GAME.

L. R. S. L. R. S.



SWEEPING GAME

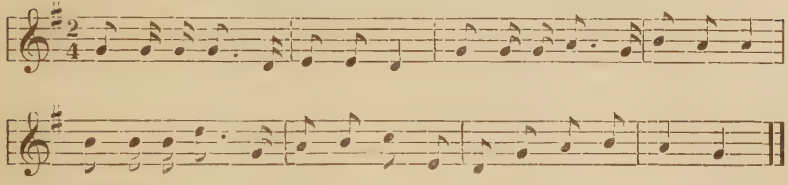
Children stand in two lines facing each other
All in the first row sing

We want a maid to sweep the room,
We want a maid to sweep the room,
We want a maid to sweep the room,
Upon a winter's morning.

All in the second row sing

Who will you choose to sweep your room?
Who will you choose to sweep your room?
Who will you choose to sweep your room?
Upon a winter's morning?

SWEEPING GAME.

L. ROUNTREE SMITH. T. B. WEAVER.

First row sing

We'll choose (*naming one*) to sweep the room, etc.

Second row

Who will you send to fetch the maid?
Who will you send to fetch the maid?
Who will you send to fetch the maid?
Upon a winter's morning?

First row

We all will go and fetch this maid,
We all will go and fetch this maid,
We all will go and fetch this maid,
Upon a winter's morning.

The first line marches about the second line, any one from the first line extends her hand to one in the second line; she falls in line and they march to places across from the second line, they continue as before until all are on one side.

DRAMA OF SEVEN LITTLE DWARFS

1st Dwarf I see some one coming down the path.
2nd Dwarf It looks like Red-Riding Hood.
3rd Dwarf She has on a red hood and a red cape.
4th Dwarf She carries a basket on her arm!

5th Dwarf I wonder if she has cakes in her basket?

6th Dwarf I wonder if she is going to see her grandmother?

7th Dwarf Good morning, little girl, good morning Red-Riding Hood.

Girl Oh, what funny little men, oh what a funny name!

Dwarfs Are you really Red Riding Hood?

Girl No, I am her cousin, I am looking for a place to rest.

Dwarfs Come into our house to rest.

Girl No, thank you, I must sell my butter first.

Girl nods and goes off, she goes on until she comes near a town.

Girl Here is a fine barn, I will ask the horses if I may rest on a pile of hay. (*Knocks*)

Horses Who is there?

Girl I am a tired little girl, may I come in and rest?

Horses No, no, we cannot let you in!

Girl Here is a sheep-pasture, I will knock on the fence and see if the sheep will let me rest. (*Knocks*)

Sheep Who is there?

Girl I am a tired little girl, may I come and rest in your pasture?

Sheep No, no, we cannot let you in.

Girl Here is a nice little pen, I will ask the pigs to let me in. (*Knocks*)

Pigs Who is there?

Girl I am a tired little girl, may I come into your pen to rest?

Pigs Come in, come in, little girl.

She goes in, sets down her basket, and goes to sleep, the pigs eat up her butter.

Girl (*waking*) Oh dear, where has my butter gone?

Pigs It was fine butter, little girl.

Girl I ought to have known better than to go to sleep in a Pig-pen. (*She gathers up her empty basket and goes out crying, she meets the Dwarfs.*)

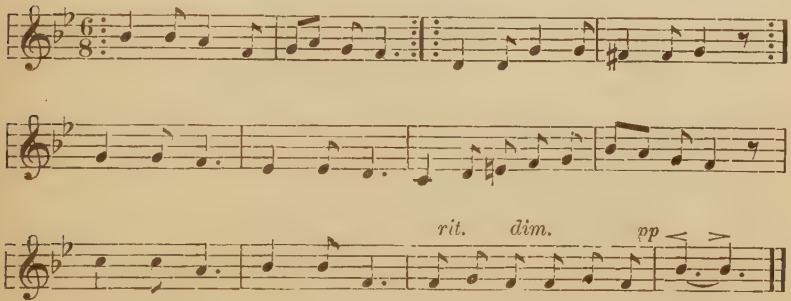
Dwarfs Why do you cry, little girl?

Girl The pigs ate my butter!

Dwarfs Never mind, we will fill your basket with flowers.

They each put in a bunch of flowers, and they all go away singing any jolly song.

INDIAN GAME.

L. ROUNTREE SMITH. T. B. WEAVER.

The Squaw stands in the centre of the circle with her papoose; she sings

Who will sing a lullaby,
When the stars are in the sky?
My papoose will sleepy grow,
Rock her gently to and fro.

She beckons to a child who steps inside and takes papoose. All sing, waving arms to and fro

To and fro, to and fro,
O'er the meadows the soft winds sweep.
To and fro, to and fro,
Rocking the papoose to sleep.

Repeat several times, skip about circle, singing, return to

places, the first squaw returns to her place in the circle, while the child who took her place sings as before. This game continues any length of time.

GAME OF SELLING TEA

Children stand in a circle. One child stands in the center (as Katie). Katie goes to any child in the ring (as Mary) and they say the following:—

Katie Baker, baker, how do you do? (*Shake hands.*)

Mary Very nicely I thank you.

Katie Does your neighbor now sell tea?

Mary I don't know but I'll go see.

Mary steps out of the ring in front of the next child to see if she sells tea and Katie takes her place in the ring.

Mary now says to the next child, shaking her hand: "Miller, miller, how do you do?" etc.

Many names may be substituted for the name baker, as miller, butcher, teacher, doctor, lawyer, etc.

The game may continue until each child has been in the ring, or it may end when a child says, "Grocer, grocer, how do you do?" Then all rush to the center of the circle and say: "The Grocer will give us plenty of tea."

A THREE MINUTE DRAMA

Mother Rabbit My dear children do not go into our neighbor's garden.

Brownie I want to go into the garden, mother.

Whitie Why can't we go into the garden?

Long Ears Do, please let us go into the garden.

Mother Rabbit I do not want you to go into the garden.

Mother Rabbit walks away.

Brownie I smell fresh cabbages.

Whitie I am so fond of cabbages!

Long Ears Let us go into the garden, we can creep under the fence.

All We will creep into the garden. (*All go*)

Brownie Oh, oh, oh, see the cabbages!

White Oh, oh, oh, see the radishes!

Long Ears I like to eat the green grass.

Farmer Oh, ho, I see a little rabbit, and there is another, and another. I will go into my house and get a gun, I cannot let them eat my cabbages! *Exit farmer, Rabbits run home.*

Mother Rabbit Where have you been, my children, what is the matter?

All We went into the garden and we saw the farmer!

Brownie The farmer went after his gun.

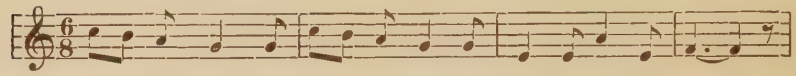
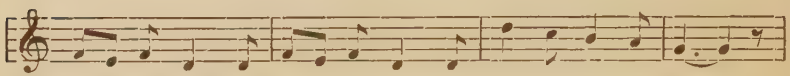
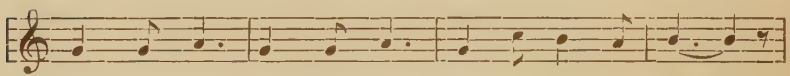
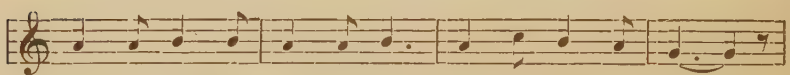
Mother I will send for Dr. Rabbit.

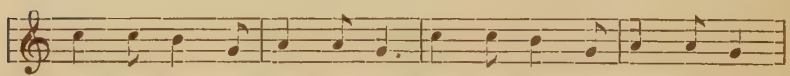
Dr. Rabbit comes and gives each a dose out of a bottle.

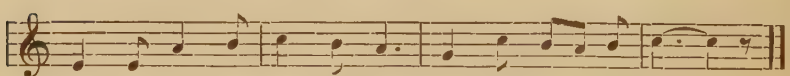
Dr. Rabbit They will soon be well if they keep out of the garden!

All (*bowing*) We will mind mother next time, no more of Dr. Rabbit's medicine for us!

BROWNIE PLAY.

L. ROUNTREE-SMITH. T. B. WEAVER.

Round and round and round and round we form a mag-ic ring;

Round and round and round and roundwe all will dance and sing.

Round and round, round and round, Round the Brownies go,

Who will come to vis - it me, I should like to know?



I am sure you will de-clare I've a pret-ty rock-ing chair;

Who will be the first one there? Round and round we go.

Children stand in a circle, one steps inside and stands by a red rocking chair in the centre, children in the circle skip around and sing

Round and round, round and round,
We form a magic ring,
Round and round, round and round,
We all will dance and sing,
Round and round, round and round,
Round the Brownies go.

The child in the centre sings

Who will come to visit me,
I should like to know.
I am sure you will declare,
I've a pretty rocking-chair,
Who will be the first one there?
Round and round we go.

The first child to reach the centre of the circle, after the verse is sung may sit in the rocking chair until the turn for her to sing again, when she rises and sings as before

"Who will come to visit me," etc.

The child from the centre turns to the circle each time one comes to take her place.

This game may be continued as long as desired.

THE RAINY DAY

The children stand in a circle. One child stands inside with an open umbrella.

While singing the first verse of the song the children all raise their arms and gradually lower them.

While singing the second verse the children point to their rubbers.

While singing the third verse they hold their arms up as tho using an umbrella.

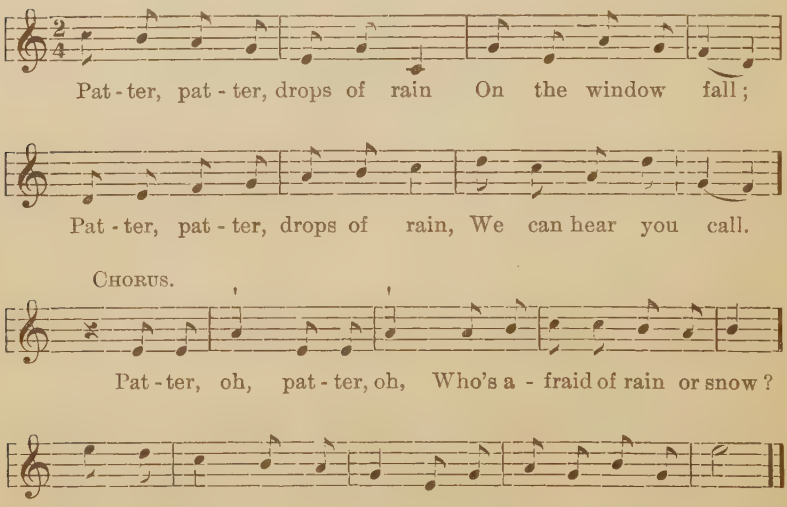
While singing the chorus they march around in a circle clapping their hands.

When the song is finished, the one in the middle of the circle hands the umbrella to one in the circle and this child steps inside and takes her place.

The game may continue any length of time.

RAINY DAY SONG.

L. ROUNTREE-SMITH. T. B. WEAVER.


Pat - ter, pat - ter, drops of rain On the window fall;
Pat - ter, pat - ter, drops of rain, We can hear you call.
CHORUS.
Pat - ter, oh, pat - ter, oh, Who's a - fraid of rain or snow?
Pat - ter, oh, pat - ter, oh, In the rain we all must go.

Patter, patter, drops of rain,
Get your rubbers out;
Patter, patter, drops of rain,
What are you about?

Chorus:

Patter, patter, drops of rain,
See umbrellas go;
Hold them high up over head,
Marching in a row.

GAME OF THE BUSY BEE

The children are seated in a circle, they pass any small object around to represent the honey. The Bee skips about inside the circle and tries to find the honey.

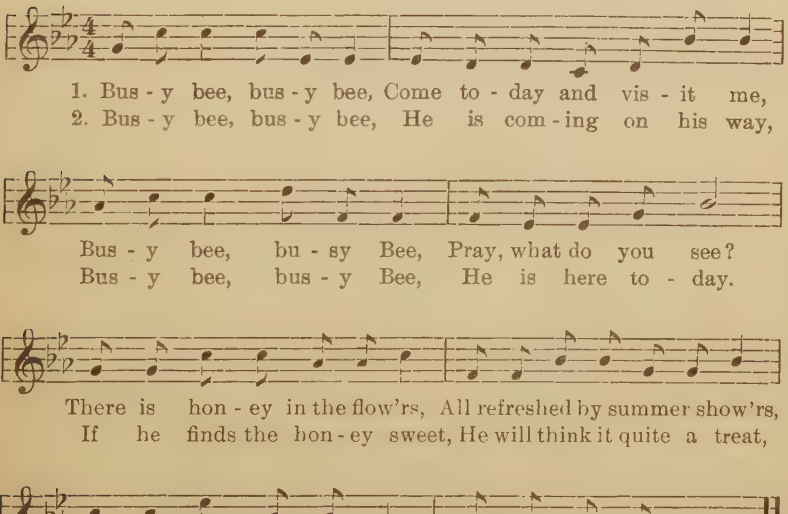
The children sing as they pass the object around, and try not to let the Bee see who has it.

As soon as the Bee locates the honey, he takes the seat of the child who has the honey and this child becomes the Bee.

The game then proceeds as before.

BUSY BEE.

L. ROUNTREE-SMITH. CLARENCE L. RIEGE.

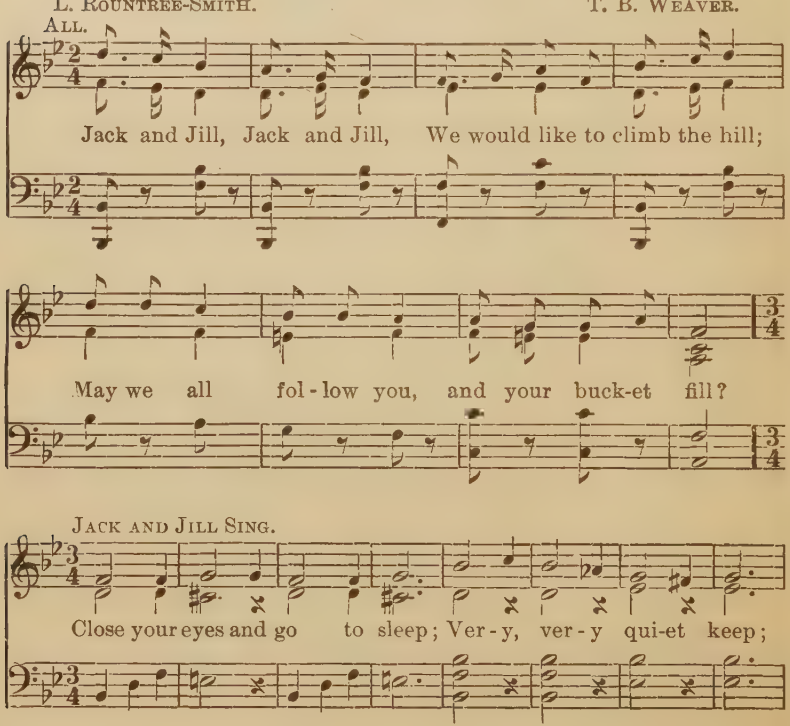

1. Bus - y bee, bus - y bee, Come to - day and vis - it me,
2. Bus - y bee, bus - y bee, He is com - ing on his way,
Bus - y bee, bu - sy Bee, Pray, what do you see?
Bus - y bee, bus - y Bee, He is here to - day.
There is hon - ey in the flow'rs, All refreshed by summer show'rs,
If he finds the hon - ey sweet, He will think it quite a treat,
Bus - y bee, bus - y bee, Come and vis - it me.
Bus - y bee, bus - y bee, He is here to - day.

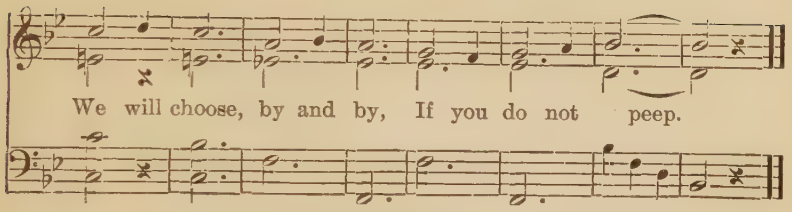
GAME OF JACK AND JILL

The children who are seated choose Jack and Jill to go and stand in front of the school. The children in the seats sing:

GAME OF JACK AND JILL.

L. ROUNTREE-SMITH. T. B. WEAVER.


ALL.
Jack and Jill, Jack and Jill, We would like to climb the hill;
May we all fol-low you, and your buck-et fill?
JACK AND JILL SING.
Close your eyes and go to sleep; Ver-y, ver-y qui-et keep;



The children in the seats cover their eyes with their hands.

Jack and Jill skip up and down the aisles and tap various children on the back, who rise and skip after them.

When any even number of children is chosen, Jack leads right, Jill leads left, and the children wake and say:

"Jack and Jill went up the hill
To fetch a pail of water,
Jack fell down and broke his crown,
And Jill came tumbling after."

As the last two lines are recited Jack and Jill and all their followers stoop down, and rise as last word of verse is spoken. Jack and Jill choose others to take their places and the game proceeds as before.

NOVEMBER GAME

The children choose sides, they stand in two lines. All the children in the first line say:

Come out and play, come out and play,
On this bright November day.

The one at the end of the second line says:

Oh, no, I can't come out to play,
I've dishes first to put away.

All in the first line say, as before, "Come out and play," etc. The second from the end in the second line replies:

Oh, no, I can't come out to play,
For I must sweep the floor today.

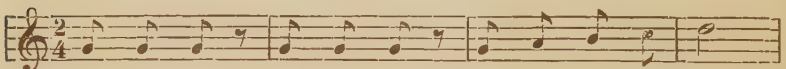
All in the first line say as before, "Come out and play," etc. The third from the end in the second line says:

Oh, no, I cannot play with you,
For I must sweep, and bake, and stew.

All in the first line says as before, "Come out and play," etc. The fourth from the end in the second line says:

Then I will come and play instead,
For my old gray goose is dead.

She goes over to the first line, and they all clap hands and sing:

NOVEMBER GAME.

The game then starts as before.

If at any time, those at, or near the end, of the second line fail to answer, the next will answer, and the one who fails to respond goes to the end of the line.

GAME OF THE MILLER

Children stand in circle, the one inside the circle is the Miller. Children in circle sing

The miller is happy as happy can be,
The miller lives down by the river Dee,
The miller is looking for you and for me,
To turn his mill-wheels round.

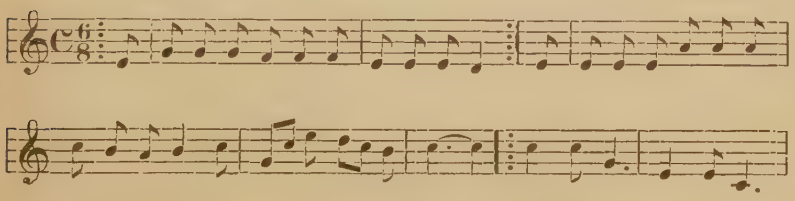
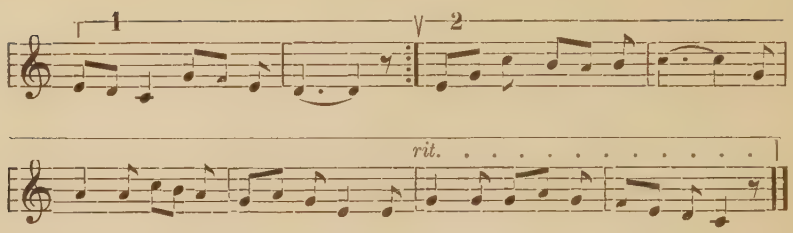
Children in the circle whirl round, and miller passes in and out between them. The children still repeat their song. Finally the miller chooses a child and whirls around with it, the child then becomes miller, and he takes its place in the circle. The children now face inside, toward the centre of the circle, whirling their arms and singing

Round and round, round and round,
See the big wheels go,
Round and round, round and round,
Humming soft and low,
The miller's wheels go round and round,
Until the farmer's corn is ground.

Game continues any length of time.

GAME OF THE MILLER

L. ROUNTREE-SMITH. T. B. WEAVER.



GAME OF THE CLOCK

The children stand in a circle, with one in the centre. The one in the center is the "Clock." The one in the center sings

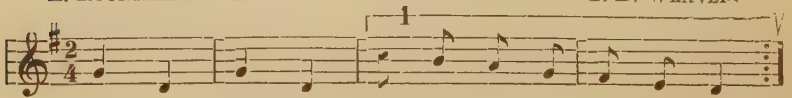
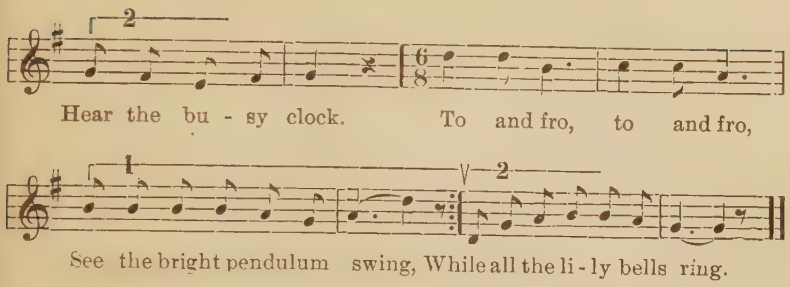
Tick, tock, tick, tock,
Hear the busy little clock,
Tick, tock, tick, tock,
Hear the busy clock.

She skips around the circle, waving her right hand to and fro, while the rest sing

To and fro, to and fro,
See the bright pendulum swing,
To and fro, to and fro,
While all the lily-bells ring.

The child in the centre holds up her arms, palms together, and puts her arms about the child of her choice, who becomes the clock, and goes to the center, and game proceeds as before, until each child has had a chance to be the "Clock."

CLOCK GAME.

L. ROUNTREE-SMITH. T. B. WEAVER.



BROWNIE GAME

The children stand in a circle, and join hands to form windows. Four Brownies skip inside.

The Children sing

Who is so merry heigho, heigho,
As a wee Brownie, heigho, heigho,
In through your window he soon will go,
With a merry heigho, heigho.

The Brownies now march in and out among the children, who stand in a circle and sing

Chorus

Here we go, here we go,
Merry Brownies in a row,
In and out, in and out,
Hear our merry shout.

The Brownies repeat their song and go in and out among the children several times, then they all stand inside. The children drop their arms, and one Brownie steps up to any child and says

Fair Maid, will you let me out?
The window is shut without a doubt

And though I turn me round about (*turns round*)
I cannot now get out!

The Girl says,

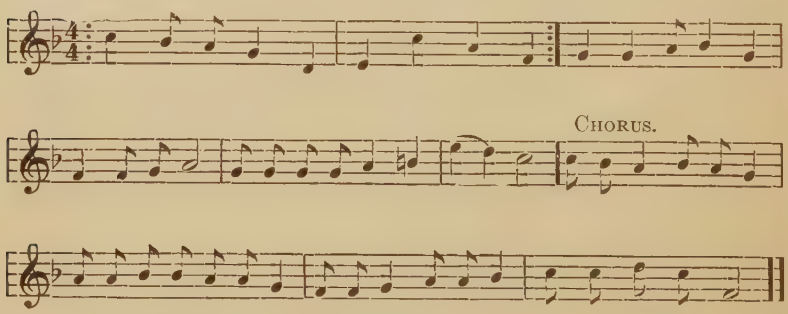
No, no we will not let you out,
You're Fairy folk without a doubt,
But though you turn you round about,
We will not let you out.

In turn the other Brownies go up to children saying the same thing, but with the same success. Then one Brownie blows a whistle and in comes the "Poppy Lady," she wears a wreath of poppies, and many poppies on her dress, she dances about the circle waving her poppies to and fro; the children sit down, leaving room for the Brownies to skip between them. The children in the circle nod. The Poppy Lady may recite the "Rock-a-Bye-Lady," by Eugene Field if desired. The Brownies skip in and out and finally away, singing, softly, "Here we go, here we go," etc.

Then the pianist strikes a chord and all the children wake up, bow to Poppy Lady and take their seats.

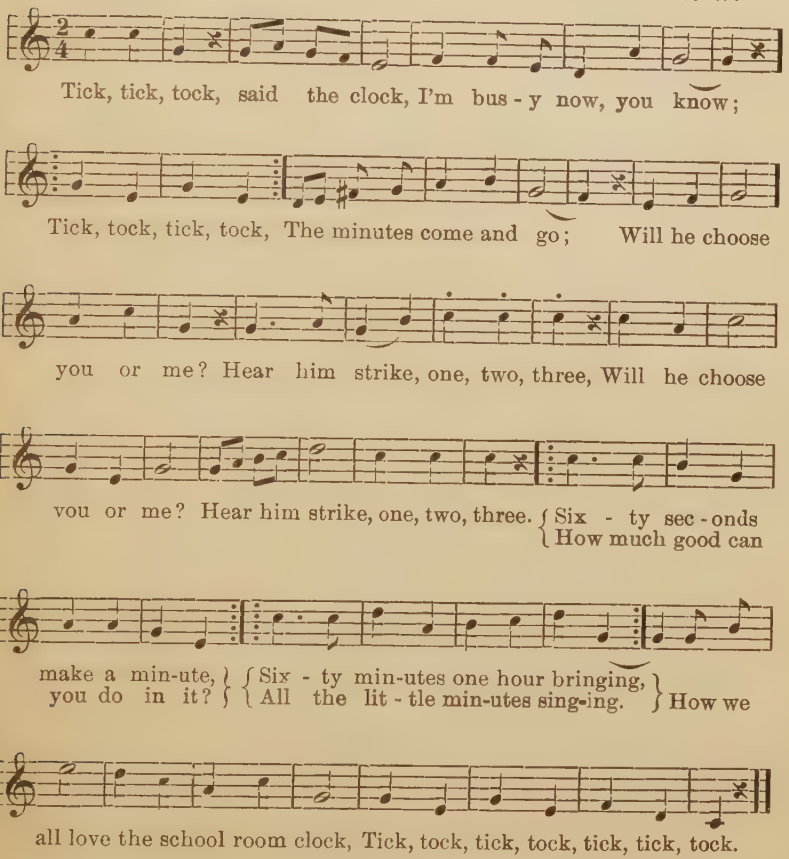
BROWNIE GAME.

L. ROUNTREE-SMITH. T. B. W.



GAME FOR TELLING TIME.

L. R. S. T. B. W.


Tick, tick, tock, said the clock, I'm bus - y now, you know;
Tick, tock, tick, tock, The minutes come and go; Will he choose
you or me? Hear him strike, one, two, three, Will he choose
you or me? Hear him strike, one, two, three. Six - ty sec - onds
How much good can
make a min-ute, you do in it?
Six - ty min-utes one hour bringing,
All the lit - tle min-utes sing-ing.
How we
all love the school room clock, Tick, tock, tick, tock, tick, tick, tock.

The children stand in a circle, the Clock stands inside the circle. They all sing—

"Tick, tick, tick," said the clock,
"I'm busy now, you know,
Tick, tock, tick, tock,
The minutes come and go."
Will he choose you or me?
Hear him strike, one, two, three!
Will he choose you or me?
Hear him strike, one, two, three!

The clock points to a child and says,

"I have a circle, come within it,
Tell the time my little minute!"

The child tells the time if he can, if he cannot, the clock repeats his verse and selects another child, he keeps on until two children can tell him the time, they then step inside the circle as his "minutes," the children all sing again while the "two minutes" skip in and out between those who stand in the circle.

The clock chooses again, and keeps on until he has chosen all who can tell the time.

They all sing,

Sixty seconds make a minute,
How much good can you do in it?
Sixty minutes one hour bring,
All the little minutes sing.
How we all love the school-room clock,
Tick, tock, tick, tock, tick, tick, tock.

Where the children are just learning to tell time, if they cannot tell the exact time, they may tell near what hour it is, what number the hour hand points to, what number the minute hand points to, etc.

GAME OF SHIP BUILDING

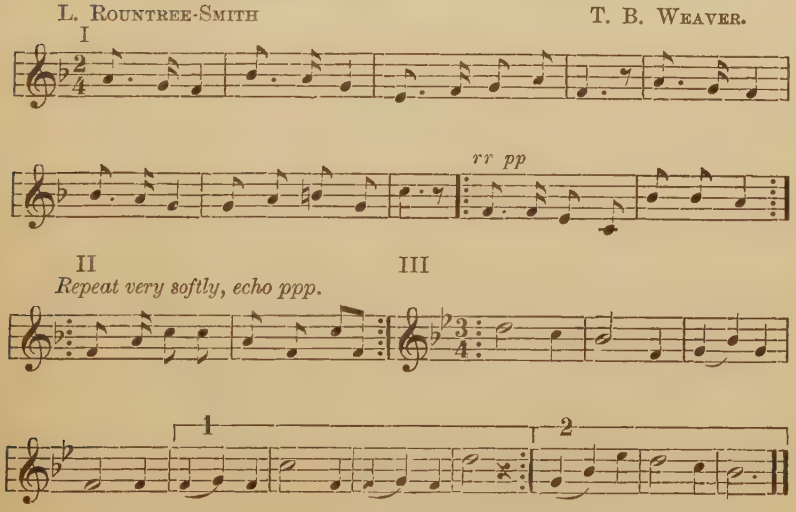
The children stand in two lines facing each other, they strike their clenched fists together and sing

Rat, a-tat, rat, a-tat,
Hear the hammers go,
Rat, a-tat, rat, a-tat,
Driving nails you know,
Drive the nails in, never fear,
Hear the echo low and clear.

Child at end of first line sings

Who will build a ship for me?
Who will build a ship for me?

GAME OF SHIPBUILDING.



Any one from the line across sings

I will build a ship for you,
A ship for you, a ship for you,
I will build a ship for you,
To sail upon the sea.

This child steps across to the other line, and they all sing as before Rat, a-tat, etc., the child who has just stepped over sings, "Who will build a ship for me?" and the game continues until all are on one side.

SEE-SAW GAME

This game is to be played by an even number of boys and girls or by an even number of children, half being Jacks, half being Jills. They stand in two lines facing each other with arms extended. They wave one arm up, one arm down, as they sing. All sing

See-saw, see-saw,
In the pleasant spring,
See-saw, see-saw,
Birds are on the wing,
We will play we're Jack and Jill,
Going up and down the hill;
Never idle, never still,
Up and down we go.

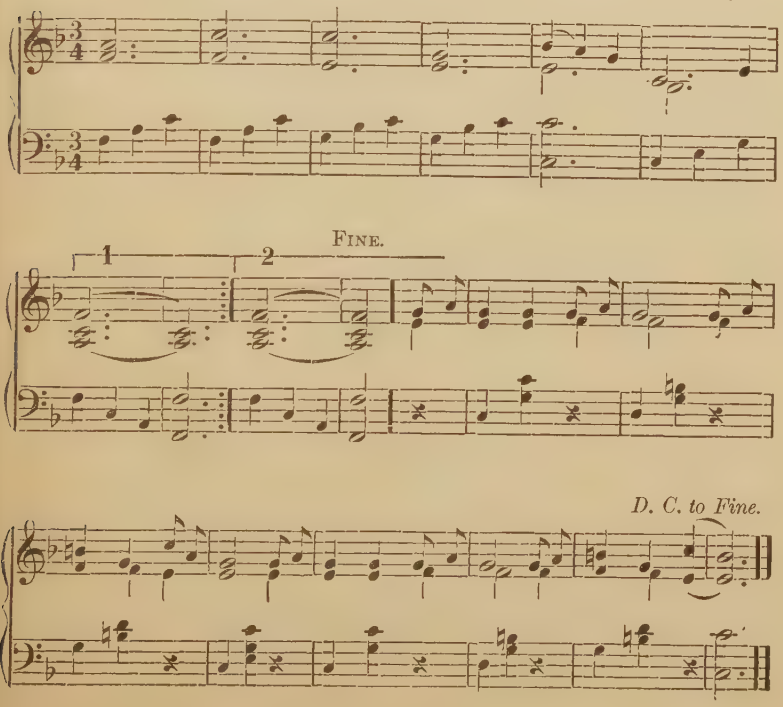
Each Jack now steps out of line and chooses his Jill. Jills sing, waving arms up and down

See-saw, see-saw,
Riding high and low,
See-saw, see-saw,
Up and down we go.

When they are all chosen, each Jack and Jill join hands and repeat the See-Saw song, waving their arms up and down. The next time the game is played, the boys stand still after the verse is sung, and the girls step out and choose partners. The game can continue any length of time. If it is necessary to play this game in a crowded room the children can stand in the aisles and swing arms up and down. They can vary it by choosing Jack and Jill to go up in front, and wave arms correctly, they may choose several times a Jack and Jill, and these children in turn may choose others to take their places.

SEE-SAW GAME.

L. ROUNTREE-SMITH. T. B. WEAVER.



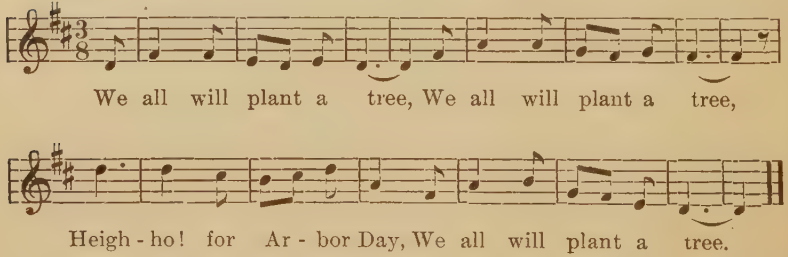
ARBOR DAY GAME

The children may play this game outdoors, they may stand in two circles, one inside the other, or they may stand in two lines facing as desired. To play the game in circles, the children will sing, first those in the outside circle, then those in the inside circle. They will all sing the last verses, and go through motion of chopping tree. They then change places, those outside go inside and those inside go outside, and game proceeds.

We all will plant a tree,
We all will plant a tree,
Heigh—ho! for Arbor Day
We all will plant a tree.
The tree will put out leaves,
The tree will put out leaves,
Heigh—ho! for Arbor Day,
The tree will put out leaves.

ARBOR DAY GAME.

L. ROUNTREE-SMITH. T. B. WEAVER.



A nest is in the tree,
A nest is in the tree,
Heigh—ho! for Arbor Day,
A nest is in the tree.

The first, second, and fourth lines of remaining verses are:

Blue eggs are in the nest.
A robin's in the tree.
A squirrel's in the tree,
The owl is in the tree.
The raindrops softly fall.
The sun now shines again.

The woodman chops the tree,
The woodman chops the tree,
Heigh—ho! for Arbor Day!
The woodman chops the tree.

GRASSHOPPER GAME

The children stand in a circle. The Grasshopper sits while the first verse is sung.

When the second verse is sung he stands, and runs in and out among the children, who all join hands and hold them up.

They all sing the chorus and skip around the circle while the Grasshopper watches his chance to break through the circle and escape.

The Grasshopper chooses some one to take his place and the game proceeds as long as desired.

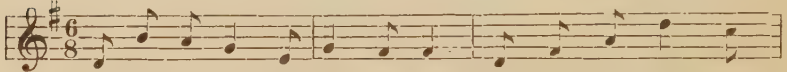
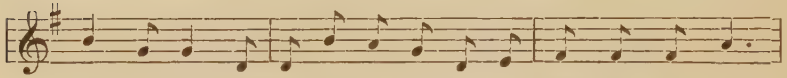
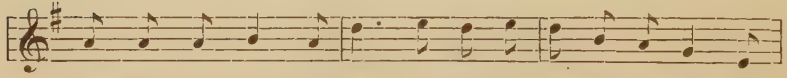
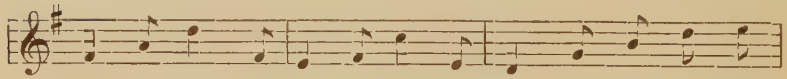
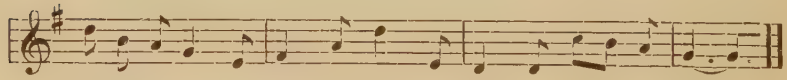
Grasshopper Green has come to town,
Grasshopper Green with eyes so brown,
He sits and he sings and he rubs his long wings,
Grasshopper's come to town, O—

Chorus

With a hop and a skip away we go,
We like to play, we like to play;
With a hop and a skip away we go,
To dance the hours away.

Grasshopper Green will hop away,
Grasshopper Green in gown so gay.
He hops in and out, so he soon will get out,
Grasshopper Green, good-day, O—
Chorus

GRASSHOPPER GAME.

L. ROUNTREE-SMITH. CLARENCE L. RIEGE.

1. Grasshopper green has come to town, Grass-hop - per green with
2. Grasshopper green will hop a - way, Grass-hop - per green in

eyes so brown, He sits and he sings, and he rubs his long wings,
gown so gay; He hops in and out, so he soon will get out,

Grass-hop - per's come to town. O! With a hop and a skip a -
Grass-hop - per green, good day. O! With a hop and a skip a -

way we go, We like to play, we like to play, With a

hop and a skip a - way we go To dance the hours a - way.

ARBOR AND BIRD DAY ENTERTAINMENT

There must be flower-pots or boxes filled with earth in a row on the platform. Blooming plants may be placed in the window-sills. Costumes will add to the success of the entertainment

Robin Hood.

I am Robin Hood,
In the merry green wood,
I while the hours away,
I blow my horn for my merry men,
To come on Arbor Day.

Robin Hood blows horn, enter Merry Men with little trees, they recite, then place a tree in one of the flower pots or boxes

Merry Men. (*In concert*)

The Merry Men from the deep green wood,
All come to serve brave Robin Hood.

Robin Hood.

It is Arbor Day, so if you please,
Come help me now to plant the trees.

First Man.

I plant a birch tree, for one once grew,
That helped to make a swift canoe.

Second Man.

I plant a hemlock, for it is best,
To have some trees for a wee bird's nest.

Third Man.

I plant a walnut tree, in the fall,
The nuts are a treat for one and all.

Fourth Man.

I plant a cherry tree, in the spring,
The birds in its branches delight to sing.

Fifth Man.

Grow Catalpa tree with your branches high,
And give deep shade to the passers by.

Sixth Man.

Oh poplar tree it is time now to grow,
Thru your branches the merry winds often blow.

Seventh Man

We plant the masts for the ships at Sea,
To-day when we plant the small pine tree.

Eighth Man.

I plant a maple, how fast it grows
And the sweet sap thru it's branches flows.

Ninth Man.

I plant an apple tree with care,
And hope that ripe fruit it will bear.

Tenth Man.

What fairer gifts can I bring than these,
For I plant the Merry Christmas trees.

All.

In the sunshine and the rain,
When the breezes blow,
Little trees we plant to-day,
Grow—grow—grow!

Merry Men step back of Robin Hood, he blows his whistle, enters Red Riding Hood

Red Riding Hood.

Ten little trees stood in a row,
Planted on Arbor Day you know,
They spread out their branches toward the sky,
They said, "We'll grow taller by and by,"
So every year the little trees grew,
And put out leaves and branches new,
Nests were built in the little green trees,
They were swayed by many a gentle breeze,

They said, "It is fun to be growing together,
How we enjoy the fine spring weather!"

Robin Hood.

Red Riding Hood you are welcome here,
The Babes—in—the—woods will soon appear.

Robin Hood blows whistle, enter Babes with tulips

First Babe.

Once a little tulip
Raised her pretty head,
Spring has come dear robin,
Little tulip said,
Then dear Robin—Red—Breast
Joined the sweet refrain,
Robin, Robin Red Breast
Was singing in the rain.

Second Babe

Then the little tulip,
Brightest ever seen,
Grew a little taller,
In her mantle green,
And dear Robin Red Breast,
Sang out sweet and clear,
"Good morning little tulip,
The happy spring is here!"

Robin Hood blows horn, enter Boy Blue, Bo-Peep and Miss Muffet

Boy Blue

Spring is here!
In the woodland is heard
The rustle of wings and song of a bird,
A-trooping up now o'er valley and hill,
Comes violet, crocus and gay daffodil,
A fragrance greets us wherever we pass,
And daisies are nodding amid the green grass,
Spring is here!

Bo-Peep

Spring is here!
There's a growing sound,
Of wee little rootlets under the ground,
The birds are carolling sweet and low,
Telling the flowers it is time to grow,
Sir Robin sings his song with such glee,
A-tilt on the branch of the old apple tree,
Spring is here!

Miss Muffet (arm full of pussy willows)

Miss Pussy Willow lay fast asleep,
Dreaming the whole winter thru
Robin called her, and shyly she said,
"Good morning, and how do you do?"
Robin said, "Dear Pussy Willow,
Why do you wear a fur cap?"
Then Pussy Willow softly purred,
"I was cool when I roused from my nap!"

Robin Hood

Where are the birds? It is time you know
For sweet bird songs when the flowers grow!

Enter girls with large red letters on their dresses to spell the word, "Arbor Day." They stand between the little trees

A.

Arbor Day comes and a sweet bird sings,
The wind plays a harp of a thousand strings!

R.

Robin is coming and sings with such glee,
For who is so merry and happy as he?

B.

Blue-bird is singing in sunshine and rain,
Summer is coming, coming again.

O.

Oriole comes, a sweet song he sings,
High up in a tree his hammock-nest swings.

R.

Red-winged Blackbird, thrush, and wren,
We welcome you back to the trees again.

D.

Dear little Wood-Pecker, hear his rap,
Up in the trees he goes, tap, tap, tap.

A.

All the birds are on the wing,
So we hear the Phoebe sing.

Y.

Yellow hammer has built a nest,
Up in the tree he likes the best.

All.

Be merry, be merry while sweet birds sing,
Many a song to welcome the spring.

Merry Men step up and sing, Tune "Upidee, College Songs

I.

Oh Arbor Day has come again,
Robin Hood, Robin Hood,
And we are all your Merry Men,
Robin, Robin Hood,
Now, Spring has come and if you please,
We all will go a-planting trees.

Chorus

Plant a tree on Arbor Day,
Arbor Day, Arbor Day,
Plant a tree on Arbor Day,
Happy Arbor Day.

II.

Oh all the birds have come again,
Robin Hood, Robin Hood,
And we can hear their sweet refrain,
Robin, Robin Hood,
So in the trees the birds all sing
Their sweetest songs to welcome Spring.

Chorus

FLOWER GAME

The children stand in a circle. The Gardener stands in the centre of the circle with a wreath.

They all sing the verse, and as they sing the chorus to the song, they dance around in a ring and the Gardener comes with his wreath and places it over the head of one child, who then becomes the Gardener.

The game proceeds until all the children have had a chance to become Gardener.

As the verse is sung each time, other names of flowers may be substituted for red roses, as white daisies, nasturtiums, sweet pansies, red poppies, white lilacs, etc.

The verse may be sung to the tune of "My Bonnie," College Song Book. Lyon & Healy, Chicago.

The flowers that bloom in the garden,
Cold winter has taken away,
And how can a garden be pretty,
Without the red roses to-day?

Chorus

Bring back, bring back,
Bring back my roses to me, to me,

Bring back, bring back,
Bring back my roses to me!

The Gardener places wreath on a child and takes her place in the circle. The child goes to the centre of the circle as Gardener and the game proceeds.

PANDORA

Pandora Let us go and play in the garden!
Boy I am so hungry I want something to eat.
Pandora There is p'enty of fruit in the garden.
Boy I cannot reach the fruit.
Pandora Never mind, I will pick some for you.
Boy Pick some apples for me, please.
Pandora I wonder what is in that pretty box I saw to-day.
Boy I do not know what is in the box.
Pandora. Why don't you open the box and see what is inside?
Boy I do not dare to open the box, it was left here by a Fairy.
Pandora I believe I will open the box.
Boy The Fairy may not want us to open it.
Pandora I will not play with you unless you open the box.
Boy I will have to play alone, then, Pandora.
Pandora goes off, and looks at the box
Pandora What a pretty box! I wonder what is inside.
She opens the box, bees fly out
Pandora Oh, oh, oh, how the bees sting.
Boy Oh, oh, oh, see the bees.
Pandora The box was fu'l of horrid bees.
Boy Hark! there is something tapping inside the box.
Pandora I am afraid to open the box again.
Boy Please open it, I hear a voice inside.

Pandora The voice says, "Please let me out."

Opens the lid, a child may rise from behind the box and pretend to come out of it, as fairy Hope

Boy See the pretty fairy!

Fairy I am Fairy Hope, I will make people happy.

Pandora I am glad I let you out, please do not fly away.

Boy Please stay with us Hope.

Hope I will never go away, I will stay with you a'ways.

WILD FLOWER GAME

The children sit or stand in a circle. One child is chosen to be May Queen. She goes inside and says, pointing to any four children:

Daisy and anemone,
Little Crocus gay,
Tulip and sweet violet,
Come out now and play.

These five children go inside the circle and, "Follow the Leader." Whatever the May Queen does, they must do, if they fail, they may be seated inside the circle or outside the circle. The children in the outside circle are kept busy seeing that the chosen five "Follow the Leader."

The May Queen may choose another child after a time, to take her place.

This game may also be played in the seats, in this case the May Queen goes up and faces the school and the children chosen will go up and stand near her.

The game may also be varied in this way:

The children may all sit in their seats and close their eyes, while the May Queen skips up and down the aisle saying,

April showers, April showers,
All have gone away,
All the little birds are singing,
"Welcome merry May."

As she sings the last word, the children open their eyes, and the first one who stands may "Follow the Leader" until he makes a mistake.

GAME OF THE ROSE GARDEN

The persons who play this game represent a Gardener, a Brownie, Moss Rose, Violet, Mignonette, Geranium, Aster, Heliotrope.

Gardener Dear me, how dry you are, my poor flowers. I have no time to water you, I must go away today. Come and lock the garden gate, Rose, and be sure to let no one come in while I am gone.

Rose locks the gate, the Gardener goes away, Brownie knocks

Rose Who knocks outside?

Brownie I am a little Brownie, let me in, please.

Rose I cannot let you in.

Brownie Why can't you let me in?

Violet We cannot unlock the gate.

Brownie I can climb over the gate.

Mignonette You must not climb over the gate.

Brownie Why won't you let me climb over the gate?

Geranium There is fresh paint on the gate.

Brownie You must let me in, I am so thirsty!

Aster We have no water to drink; we are thirsty too.

Heliotrope I will let you in and give you a drop of honey.

Heliotrope lets Brownie in

Brownie Ho! ho! Moss Rose, you are the sweetest flower in the garden; come with me!

Exit Moss Rose and Brownie

Re-enter Gardener I want a little bunch of roses for a wreath I am making. Where is my Moss Rose.

Aster Perhaps the sun withered her:

Violet Perhaps Moss Rose is hiding.

Gardener Some one has taken my Moss Rose. I will go and look for her at once. Lock the gate, Violet, and be sure to let no one in, until I return.

Violet locks gate, exit gardener.

Brownie knocks

Brownie Why can't you let me in?

Violet We cannot unlock the gate.

Brownie I can climb over the gate.

Mignonette You must not climb over the gate.

Brownie Why won't you let me climb over the gate?

Geranium There is fresh pain on the gate.

Brownie You must let me in, I am so thirsty, too.

Aster We have no water to drink, we are thirsty, too.

Heliotrope I will let you in, and give you a drop of honey.

Enter Brownie

Brownie Ho! ho! Violet, you are the sweetest flower in the garden; come with me.

Exit Brownie and Violet.

The game proceeds with the little dialog, omitting the sentences said by the flowers that have gone, until at last only Heliotrope is left. The Gardener calls for the missing flower each time he comes.

Heliotrope I hear you knocking again, you naughty Brownie. I will not let you in this time, you have taken so many flowers, the Gardener is quite sad.

Brownie Come and visit me some day, Heliotrope.

Heliotrope That is just what I intend to do.

Exit Brownie, re-enter gardener.

Gardener Where are my pretty flowers?

Heliotrope The Brownie took them all away.

Gardener Where does the Brownie live?

Heliotrope He lives under a pumpkin vine.

Gardener We will go and see the Brownie at once.

Gardener and Heliotrope go to see the Brownie.

Brownie Who comes here?

Gardener I am an old man, please let me in.

Brownie I smell a breath of Heliotrope, I will let the old man in.

Enter Gardener and Heliotrope.

Brownie Do you want to see my flowers, I have planted them up-side-down.

Brownie leads them to a screen where children are concealed, the children lift up their hands, on which are shoes and stockings, they do not let their heads show.

Gardener I smell my Moss Rose. (*Rose comes out*).

Gardener I smell my Violet. (*Violet comes out*).

All the flowers come out as the Gardner names them.

Brownie Run along home with the gardener, I will come to your garden again some day. (*Exit all*).

Brownie skips about, or sings any little song.

A MOTHER GOOSE DRAMA FOR THE CLOSE OF SCHOOL

Enter a group of children

Bo-Peep I am so tired taking care of my sheep, I wish I could have a vacation.

Boy Blue I am tired looking after my cows too.

Tommy Tucker I am tired singing for my supper, I wish it was vacation time.

Jack & Jill Oh dear, the water in our bucket is so heavy.

Humpty Dumpty I am tired enough of falling off the wa'l you may be sure.

Peter Piper Wil' I never be thru picking pickled peppers?

Tom I am so tired playing the same old tune, "Over The Hills And Far Away."

Enter the Ten O'clock Scholar

All Here comes the Ten O'clock Scholar.

Ten O'Clock Scholar Did I hear you a'l say you were tired working?

All We all want vacation.

Mistress Mary I don't want any vacation.

All Mistress Mary is so contrary!

Ten O'Clock Scholar Why don't you exchange work? I will exchange with little Jack Horner!

All (laughing) We don't want to do any work, we ail want to have a vacation!

Enter Mother Goose

Mother Goose My dear children, Mother Hubbard is in trouble again. She has nothing to eat and she has nothing for her poor dog.

All Not even a bone?

Mother Goose Not even a bone!

Jack and Jill We will fetch her a pail of water.

Jack Horner I will take her my pie.

Boy Blue She is welcome to one of my cows.

Bo-Peep I wi'l take her one of my sheep.

Peter I will take her some pickled peppers!

Mother Goose What will you take Mistress Mary?

Mistress Mary I have nothing to take Mother Hubbard.

Mother Goose You might take her a bunch of flowers!

Mistress Mary I cannot spare any flowers.

Simple Simon I will take Mother Hubbard an arm full of wood, or I may meet a Pie-Man.

Mother Goose Go, every one of you and take something to Mother Hubbard (*exit all*)

Re-enter eight with banners on which are letters to spell the word "vacation," or the entire word may be written on every banner.

V.

Vacation time is coming soon,
So we welcome merry June.

A.

All the children gladly say,
"We welcome June's bright holiday."

C.

Clover blossoms red and white,
Everywhere now greet our sight.

A.

All are happy this time of year,
For our Vacation is drawing near.

T.

Trees all await us the prettiest seen,
All have put on their dresses of green.

I.

In every little sheltered nook,
Violets bloom beside the brook.

O.

Over the hills and far away,
We will go some bright June day.

N.

Now the birds delight to sing,
Sweet the woodland echoes ring.

All (*waving banners*)

Vacation time! Vacation time!
'Tis an hour for song and rhyme,
Every heart is full of laughter,
If you lead we'll follow after,

So, with many backward looks,
We say good bye to lesson-books,
Vacation, time, Vacation time!
'Tis an hour for song and rhyme.

Mother Goose You are very good chi'dren, you shall all have a vacation.

Bo-Peep What will become of my sheep?

Boy Blue Who will look after my cows?

Tommy Tucker How shall I get any supper?

Jack and Jill Who will fill our pail of water?

Peter Piper Who will pick my peppers?

Mistress Mary I wi'l stay here and weed my garden.

Mother Goose Perhaps you do not want any vacation after all.

All Indeed we do want a Vacation.

Mother Goose I have a plan. The Old Woman Who Lives in the Shoe may lend me her children, to do your work for a while.

All Hurrah for the Old Woman Who Lives in the Shoe.
Hurrah, for Mother Goose!
Hurrah for vacation!

Exit all.

FEBRUARY GAME

The children carry flags, they stand in two lines, they march forward and back singing to the tune of "Yankee Doodle."

Oh, bonnie, bonnie stars and stripes,
We see your co'ors glowing,
We march like U. S. Soldier boys,
And to the war we're going.

They pause facing each other, they wave their flags and sing.

Give three cheers, oh bonnie flag,
Merrily we're singing,
While the bonnie stars and stripes
Gladly we are bringing.

They march and meet each other, go back to places, march and pass between, while the teacher hides her flag.

They pause and each one tries to guess where the flag is hidden. The one who guesses correctly becomes leader of one line and chooses one to become leader of the other line, and the game proceeds.

Where this game is played by very little children the teacher may place the flag partly in sight, as behind a picture or map, and the first child to discover the flag may raise his hand and so, become leader.

The children enjoy this game very much.

MARCH GAME

Four children leave the room; they represent, Rain, Snow, Wind and Sun. The other children may sit in their seats or stand about in groups. The children speak in concert.

Wind knocks at the door.

Children Who is knocking at the door?

Wind It is the merry wind.

Children Who's come knocking here before?

Wind

It is the merry wind.
May I come in? 'Tis cold outside,
The merry wind would like to hide;
I roam by day both far and wide.

Children No, no, merry wind.

Rain knocks at the door.
Children Who is knocking at the door?
Rain It is the gentle rain.
Children Who's come knocking here before?
Rain

It is the gentle rain,
The merry wind about me blows,
He often tries to freeze my nose,
May I come in and dry my toes?

Children No, no, gentle rain.
Snow knocks at the door.
Children Who is knocking at the door?
Snow It is a flake of snow.
Children Who's come knocking here before?
Snow

It is a flake of snow,
I chase away the gentle rain,
I dash against the window-pane,
Pray tell, may I come in again?

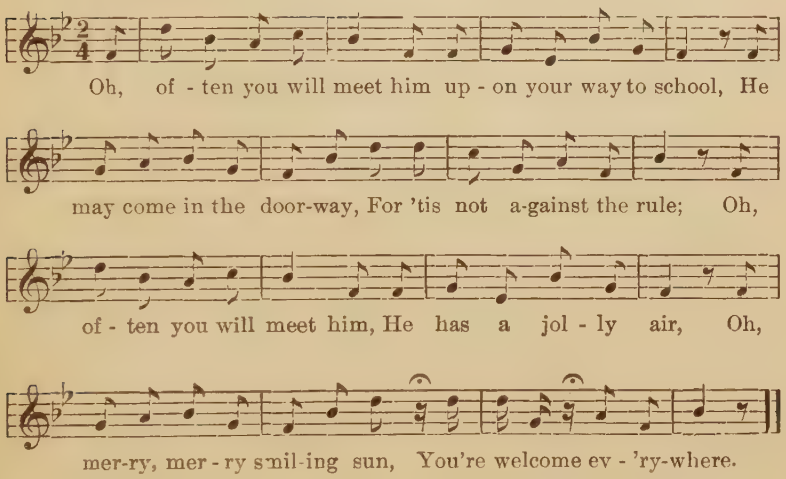
Children No, no, Flake of Snow.
Sun knocks at the door.
Children Who is knocking at the door?
Sun It is the smiling Sun.
Children Who's come knocking here before?
Sun

It is the smiling Sun,
I find a welcome everywhere,
It is pleasant too, I do declare,
Now, may I come in, children fair?

Children Come in, smiling Sun.
Sun enters, Children rise and clap hands and sing.

MERRY SUN.

L. ROUNTREE-SMITH. W. R. R.


Oh, of - ten you will meet him up - on your way to school, He
may come in the door-way, For 'tis not a-gainst the rule; Oh,
of - ten you will meet him, He has a jol - ly air, Oh,
mer-ry, mer - ry s'nil-ing sun, You're welcome ev - 'ry-where.

THE CIRCUS GAME

The children choose the Clown.

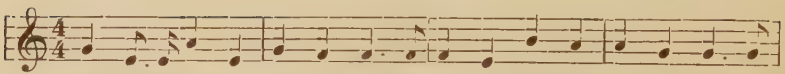
The Clown chooses children for the Animals and he chooses others for the Tent Makers.

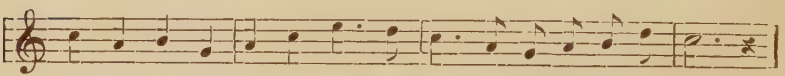
There should be an equal number of each.

The Tent-Makers go toward the front of the room and hold up their arms , as tho forming a tent. They clasp hands and the Animals go in and out between them. They all sing.

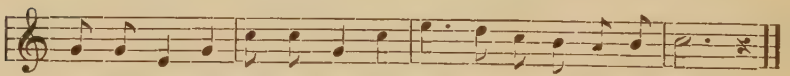
CIRCUS GAME.

L. R. S. T. B. W.





CHORUS.



The Ponies and the Tent-Makers now change places. They sing as before, only substituting the word "People" for Ponies. After the verse is sung they change places again.

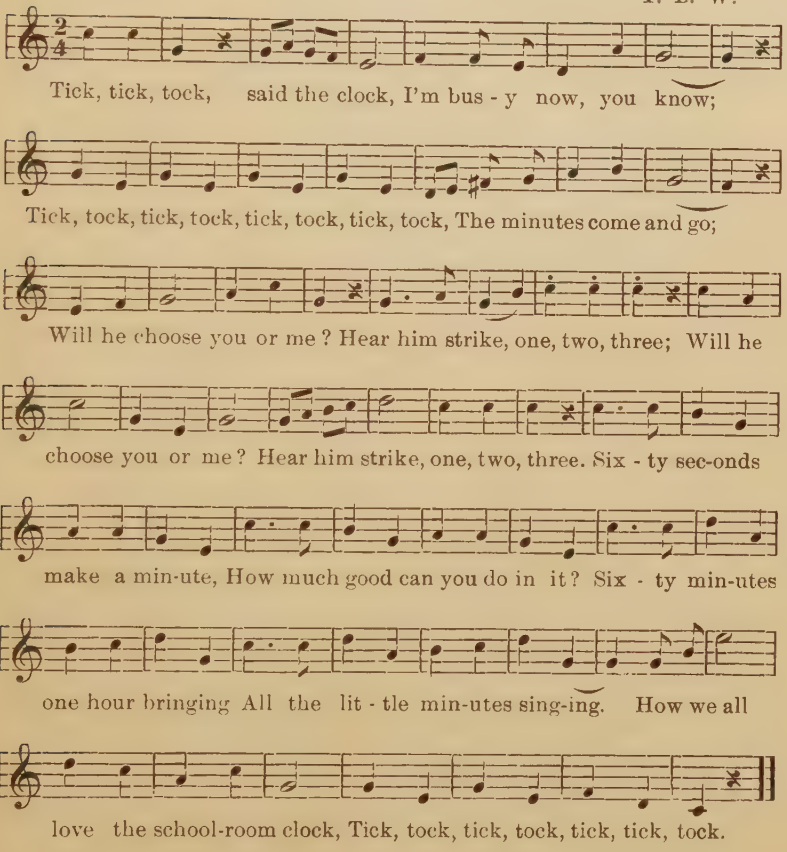
Words to use in place of the word "Ponies" are:

"People," "Gipsies," "Camels," "Riders," "Old Clowns" etc.

The Clown at any time may shout, "Show is over" and all the children run to their seats and the game is ended. The Game may be made lively by the children changing places very fast. If the room is very crowded the Tent-Makers may join hands with those across the aisles, and the Animals may run up and down the aisles.

GAME FOR TELLING TIME.

L. R. S. T. B. W.


Tick, tick, tock, said the clock, I'm bus - y now, you know;
Tick, tock, tick, tock, tick, tock, tick, tock, The minutes come and go;
Will he choose you or me? Hear him strike, one, two, three; Will he
choose you or me? Hear him strike, one, two, three. Six - ty sec-onds
make a min-ute, How much good can you do in it? Six - ty min-utes
one hour bringing All the lit - tle min-utes sing-ing. How we all
love the school-room clock, Tick, tock, tick, tock, tick, tick, tock.

The children stand in a circle, the Clock stands inside the circle. They all sing—

"Tick, tick, tick," said the clock,
"I'm busy now, you know,
Tick, tock, tick, tock,
The minutes come and go."
Will he choose you or me?
Hear him strike, one, two, three!
Will he choose you or me?
Hear him strike, one, two, three!
The clock points to a child and says,
"I have a circle, come within it,
I choose you and you for minutes."

The clock chooses two children to come in the circle. They all sing again while the minutes skip in and out among those in the circle. The clock may choose any number of times. They sing to close "Sixty seconds make a minute, etc."

ESKIMO GAME

Children play the game in their seats. One child is chosen to be the tent, the Polar Bear, the sled, the whip, etc. Several children are chosen for the dogs. Whenever any of these things are mentioned in the following dialogue, the children chosen get up and run to the front of the school and back again to their seats. Any of the children may take part in the dialogue.

First Let us all take a trip.
Second Where shall we go?
Third Let us go up and visit the Eskimos.
Fourth Everyone must get a fur suit.
Child who represents fur suit runs up.
Fifth Have you a fur rug?
Child who represents fur rug runs up.

Sixth Are all the dogs ready?

Several children run up.

Seventh Is the sled ready?

Child runs up, etc.

Eighth Who has a good whip?

Ninth Where is our tent?

Tenth We are all ready to start on the trip.

Eleventh All aboard! I hope we won't meet the Polar Bear.

All the chosen characters run up in front and stand there and the Polar Bear comes in.

Polar Bear I smell the breath of children, I like the looks of that little fellow with the fur suit.

Fur Suit Ask for the Fur Rug.

Fur Suit runs, and Bear after him, if not caught, he gets to his seat, if caught, he becomes Bear.

Polar Bear Where is the Fur Rug.

Fur Rug Ask for the dogs.

Fur Rug runs, Bear runs after him, and Fur Rug tries to get to seat, etc.

They continue in this way until only the tent is left.

Tent (putting out arms) Come inside, Po'ar Bear, there is plenty of room.

Polar Bear goes inside the tent. The tent holds him fast, and all the children who have been in the game come forward and dance around the tent saying

Clap the hands, clap the hands,
We have caught the Bear.
Clap the hands, clap the hands,
He is safe in there.

In a similar way children can take a trip to Japan or Holland or any interesting country. The first time the game is played, the names of the things needed for the journey may be written on the board.

GAME OF THE FARMER

The children stand in a circle. The Farmer steps inside and says, "What animals do I hear?" The children respond and say, "Moo," "Meow," "Bow," wow," "Bah," etc., imitating the sounds of various animals. As the animals reply they step outside the circle

Farmer

I must take my horse to the Fair.

Horse

If you take your horse away,
Who will draw your load of hay?

Farmer

I must take my cow to the Fair.

Cow

If your cow you try to sell,
Who will give you milk, pray tell?

Farmer

I must take my sheep to the Fair.

Sheep

Though your corn-cribs now are full,
Who will give you any wool?

Farmer

I must take my pig to the Fair.

Pig

Catch me now if you are able.
I eat the scraps from off your table

Pig runs in and out

Farmer

I must take my dog to the Fair.

Dog

Who will keep the tramps away,
If you sell your dog to-day?

Farmer

I must take my cat to the Fair.

Cat

Who'll catch your little mouse to-day
If you take your cat away?

Farmer

I will take my Rooster to the Fair.

Rooster (steps beside Farmer)

The Rooster will go off with you,
Cock-a-doodle, doodle-do!

All the other animals scamper to their seats and Rooster stands inside circle with the Farmer. The Farmer and Rooster now run in and out among the children, who are left standing.

The children in the circle, clap their hands and say

Cock-a-doodle-do,
Cock-a-doodle-do,
The Rooster will go to the Fair.
Cock-a-doodle-do!

Thus the game ends. The Farmer may choose some one to take his place and the animals may name others to take their places, and the game may be played again.

S0-CCM-542